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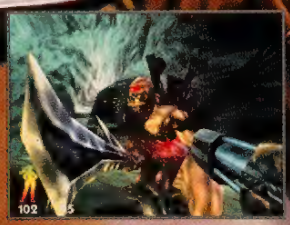

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100+ GAMES!

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PROSTRATEGY GUIDE

120 Wild Arms 2, PlayStation

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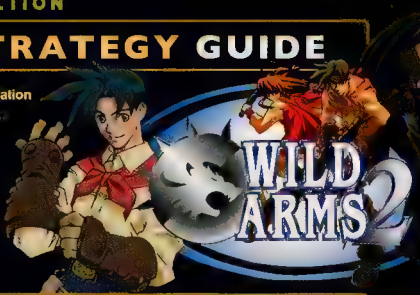

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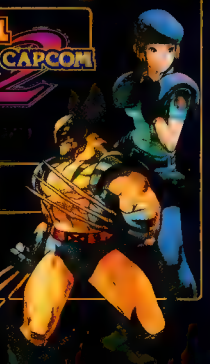

S.W.A.T. PRO

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Cover art courtesy of Matt Hall, DreamWorks, & Capcom

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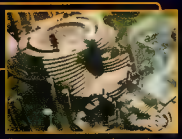
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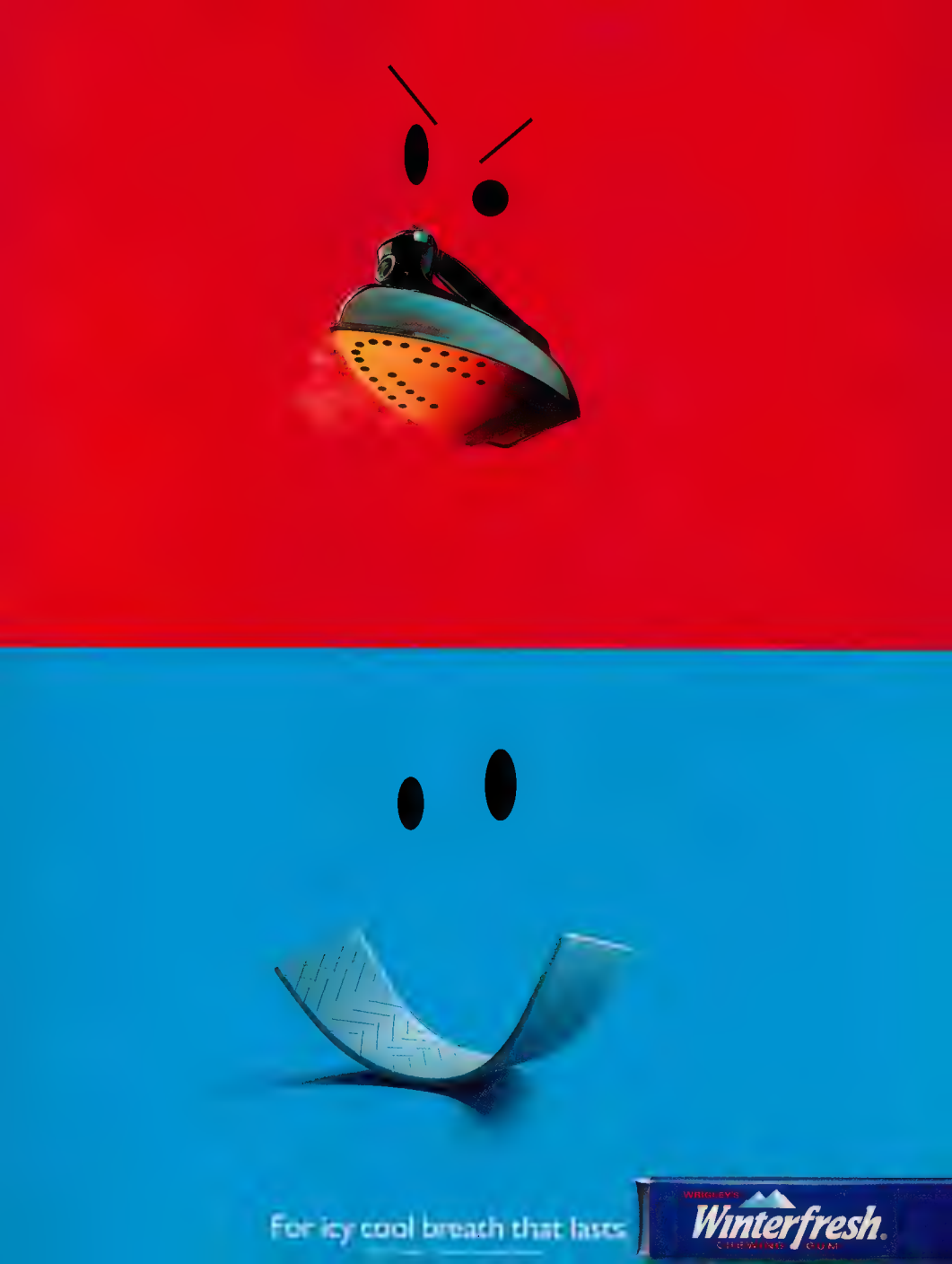
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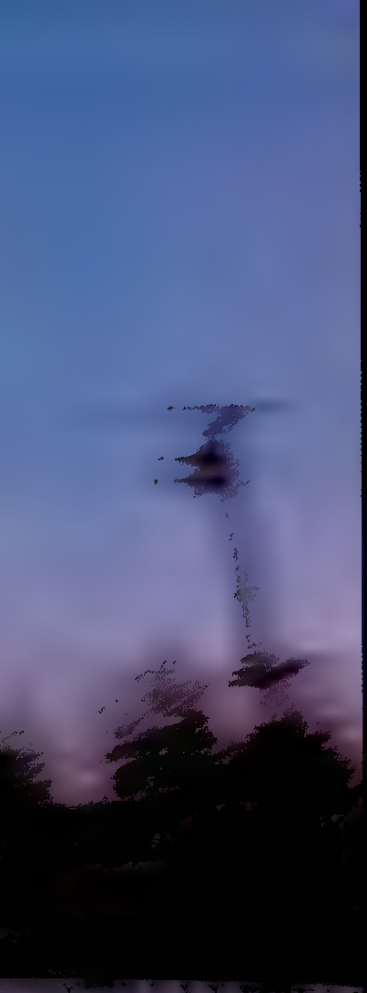

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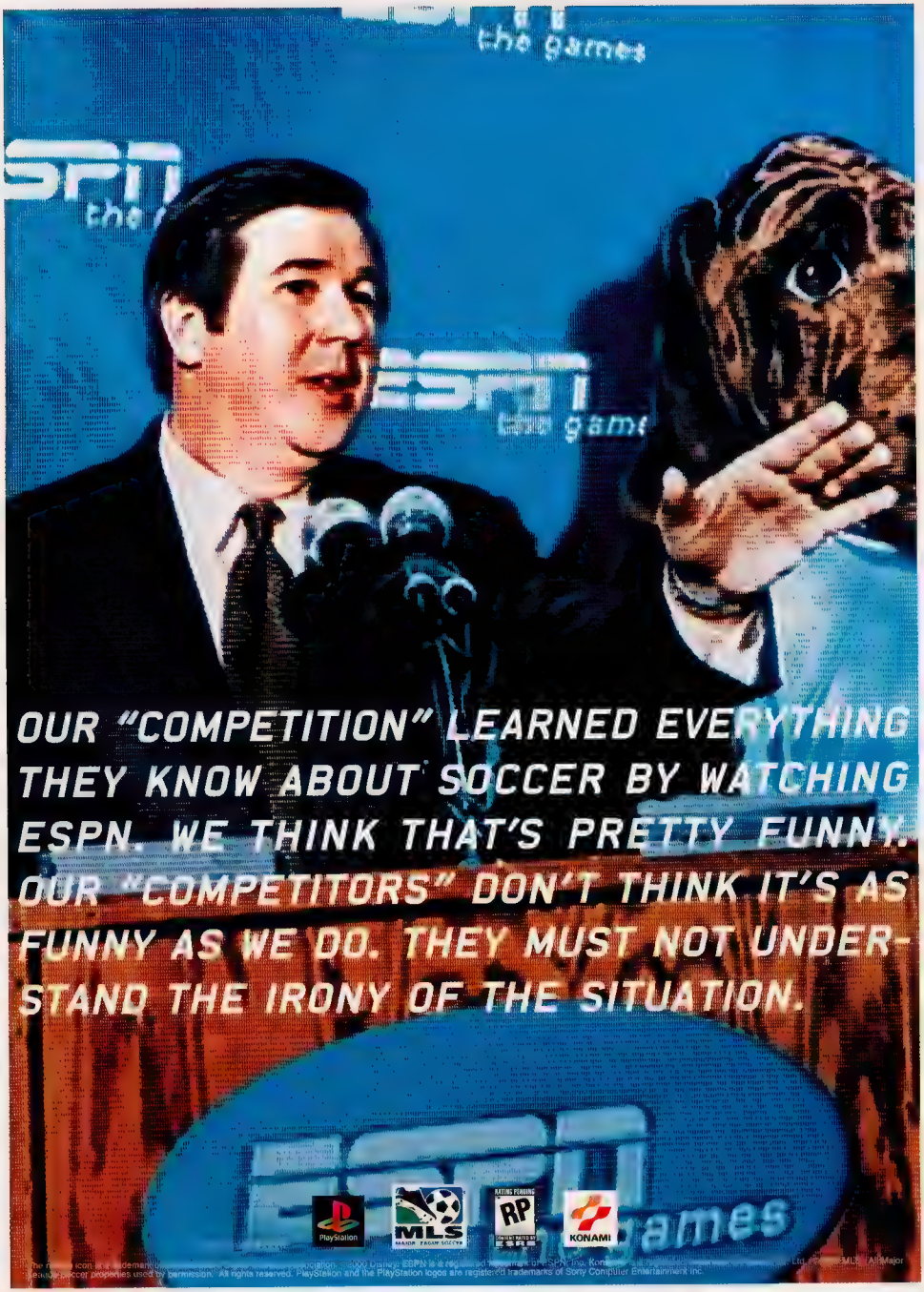
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Editor's Letter

Nothin' But Good Times Ahead

The PlayStation 2 is a dazzling piece of hardware, and, come October 26, 1 million of you lucky suckers (who took advantage of Sony's pre-sell program) will be playing some of the best-looking games ever. So check out our "E³ Showstoppers" special feature for a sneak peek at some awesome PS2 games like Oddworld: Munch's Oddysee and Metal Gear Solid 2. Plus, you'll find in this issue an exclusive special feature on EA's upcoming WWII combat jewel, Medal of Honor PS2 (working title)!

With the PS2 preparing to jam into high gear, and with Microsoft's Xbox and Nintendo's Dolphin arriving in 2001, we could sit back and take a ride on the next-gen bandwagon. But with Sony shipping "only" 1 million PS2s to America, not everyone is going to be able to buy one…and a few demented gamers don't even want one! But don't worry: There are plenty of incredible games coming—for every system!—and they're all featured in this issue.

PlayStation gamers can celebrate now that Medal of Honor Underground and Dino Crisis 2 (our cover features) are almost here, and they can take heart with Final Fantasy IX, Driver 2, and Tony Hawk's Pro Skater 2. (You can also play these games on a PlayStation 2…yadda, yadda.)

Dreamcast fans should be playing Marvel vs. Capcom 2 right now—using our "Fighter's Edge" strategy guide! Next, dreamers should scope out our "E³ Showstoppers" feature that includes Jet Grind Radio, Virtua Tennis, Silent Scope, and Shenmue.

Nintendo loyalists have The Legend of Zelda: Majora's Mask, Eternal Darkness, Mario Tennis, Star Wars: Naboo Fighter, and Dinosaur Planet, proving once again that quality counts.

So if you're singing the PS2 blues, don't. No matter what game system you own, there's plenty of fun to go around.

The GamePros
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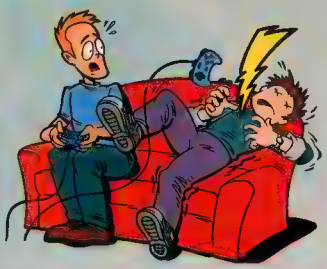

Video Games and Your Heart

I've been reading some Korean newspapers and discovered that over there people die due to heart attacks from playing video games too much, especially fighting games. You guys have been the game experts for over 10 years, so how many hours of gameplay do you recommend for an average gamer each day? I need to know because I'm concerned about my health and the health of other gamers around the world.

▶ **Maureen Lee via Internet**

GamePro's reader survey reveals that most of you GamePros spend 12 hours per week on average playing video games. You can do the math. Yet honestly, we've never heard of anyone suffering a heart attack from playing a video game—so what's up with Korea? Factors that are more likely to contribute to heart trouble include disease, diet, lack of exercise, the daily stress of living in a politically divided country, etc. You can check out **www.americanheart.org** for more info about healthy hearts.

Veronica, My Love

I was very much disappointed with Major Mike's review of Resident Evil Code: Veronica (see *GamePro*, May, page 48). I have been a faithful subscriber for almost eight years, but I have never read anything more repulsive than that review. This game deserves to be top-rated, a 5.0 in every category!

▶ **Glynn via Internet**

Major Mike responds: We've received several letters like the one above from readers who thought that I somehow slammed or panned Resident Evil Code: Veronica for the Dreamcast. Sure, looking at the numbers, you could draw that conclusion—for any other game they'd be great, but they're a bit low compared to those of the other Resident Evil games. However, if you read the review carefully, it will tell a different story—at no time is Veronica classified as "bad;" the game was simply less exciting than the other RE games, which had fewer plot elements to drag them down. In Resident Evil and its two sequels, you had interesting revelations and subtle mysteries that were solved as the game progressed. In Veronica, we have cross-dressing villains and Claire's distracting "romance" with Steve—a far cry from the innovative plot twists and cool characters featured in previous titles. Visually, Veronica is the best-looking Resident Evil game to date; however, bouts of slowdown and excessive fog brought it a less-than-perfect score.

Resident Evil 2 introduced auto-aiming and the "zapping" system, and Resident Evil 3: Nemesis gave us the 180-degree U-turn, the dodge maneuver, and the ability to use items in the environments to your advantage. Veronica doesn't have anything quite so innovative controlwise. Instead, you're faced with more crate-pushing and switch-pressing. As a devoted fan of the Resident Evil series, I found myself wanting more. For

the record, Resident Evil Code: Veronica isn't a bad game. Yet, in comparison with its predecessors, I felt that it was lacking in key areas.

Que Pasa, Jin?

First of all, I would like to say that you guys rock! One day I was playing Tekken 3 and saw the ending movie for Jin for like the millionth time. Anywho, after my game, I turned on my TV to watch a Spanish soap opera. During the show, they began playing the exact same music that plays in Jin's ending when he's shot! I was shocked. I even played Jin's ending again for verification. It was the EXACT same music! What's going on here?

▶ **Serena via Internet**

It's a mystery. Namco says Tekken's music was composed in Japan and is entirely original. Why don't you send us the name of the show so we can track it down? By the way, as you read this answer, do you by any chance hear Jin's end-music playing?

Playing the Matrix

I think *The Matrix* would make a great video game. Is MGM going to make a Matrix game for the N64 or PlayStation 2. And whatzup with all the weak N64 games like Pokémon Stadium. Are any good N64 games coming out besides Perfect Dark. Plus, I have a problem: My friend has either lost my PlayStation or gotten it stolen. Should I buy a new one or wait until the PS2 comes out this fall.

▶ **Frank Crump III via Internet**

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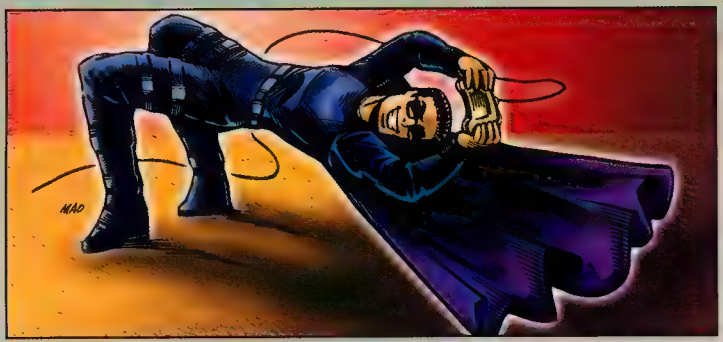

Either you do not know what a question mark is or you're making an incredibly feeble attempt to disguise a list. Anyway, here are some feeble answers (and some question marks you can use):

1) MGM? No. Someone else? Maybe.

2) Pokémon Stadium? Not weak.

3) Good N64 games? Conker's Bad Fur Day, The Legend of Zelda, Eternal Darkness, Star Wars: Battle for Naboo.

4) Wait for the PS2…but your "friend's" story? Now that's weak!

The Furer and Der Fuhrer

In a preview of Maken-X, I saw a screen shot of a Nazi enemy. Stoked, I bought the game thinking I was going to blast Nazi bad guys like in Castle Wolfenstein. Well… where are they? When I finally found the enemy that I thought had a swastika on his face, he was actually wearing some sort of Japanese rising sun symbol. Were there Nazis in the Japanese version? What's the deal?

▶ Matt via Internet

Dan Elektro responds: Hmmm…gray uniform, World War II Nazi helmet, machine gun, swastika…yes, it's likely the Atlus boys were going for the ol' Nazi bad guy look. That sub-boss you saw was from the Japanese version of Maken-X. You may recall the controversy over a "swastika" on a Pokémon card a few months back in Japan. The card had to be recalled; however, that symbol was actually not a swastika, but another symbol called a manji. It looks like a reversed swastika, but has an entirely different, life-affirming meaning in the Buddhist religion and for several ancient cultures (including Native American Indians and Vikings). Then Hitler twisted it around back in the 1930s. Atlus and Sega made the correct call to avoid a big "whoops" by changing the threads on that Maken-X dude before he caused a righteous uproar in the U.S. and Europe. However, in the American version you own, that boss represents with a rising sun symbol. Now, is there a symbol that is despised in Asia as much as the swastika is reviled in the Western world? Yep—the rising sun, which, because of Japan's imperialism during WWII, is considered a symbol of evil throughout all of Asia. Whoops.

Do you ever get the urge to communicate directly with the writers of *GamePro*?

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major_mike@gamepro.com
airhendrix@gamepro.com
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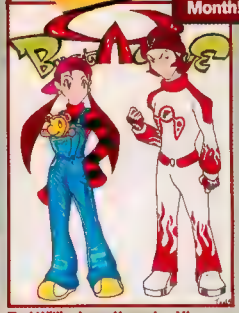
Art Attacks!

Pick of the Month!



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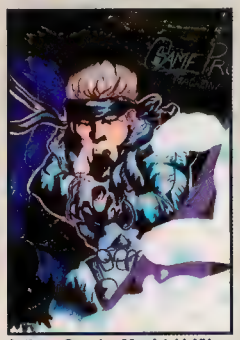
Efrain Martinez, Paterson, NJ



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Buyers Beware

By The Watch Dog

With no homework, sunny days, and unlimited milk bones, it's a laid-back summer for The Watch Dog. Wish I could say the same for the following Armored Core, Japanese PlayStation 2, GameShark, and Quake III Arena consumers!

Submissions

At *GamePro*, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. Write to:

GamePro's Buyers Beware
P.O. Box 193709
San Francisco, CA 94119-3709

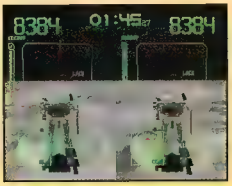
Or e-mail us at:
buyers_beware.gamepro@gamepro.com

You Make the Call

Having problems with hardware or software from Sony, Nintendo, or Sega? Here are the customer service numbers to call:

Sony: 800/345-7669
Nintendo: 800/255-3700
Sega: 800/872-7342

Q I'm having problems with Armored Core: Master of Arena for the PlayStation. The radar doesn't work for player one in two-player Versus mode, and sometimes the arena opponents stand still instead of fighting. I tried calling the hotline listed in the instruction manual, but after 20 rings, no one picked up and there was no message.



Is Agetec, maker of Armored Core, needlessly making consumers agonize?

Heather Koch,
Concerned Armored Core Fan
Via Internet

A The Watch Dog growls: Yes, Armored Core has problems. The radar glitch ruins Versus mode by giving player two a huge advantage. We couldn't get through to Agetec's customer support line either, despite calling three times within the designated hours. On each attempt, the phone rang more than 20 times without an answer or even an automated message. Nor did Agetec respond to several e-mails.

On Agetec's online forum **(www.agetec.com)**, several users complained about the radar glitch and the fact that they couldn't get a response from the company. According to one user, the only solution is to link two PlayStations and two TVs—not something most people are willing (or able) to do.

We suggest that all those who feel cheated bombard Agetec with phone calls, e-mails, and letters. Perhaps the company will make good. If not, vote with your wallet by returning the game for a refund and remembering Agetec's failure the next time you consider buying one of its products.

All this reeks of a take-the-money-and-run attitude. Agetec failed its loyal Armored Core following by rushing out a product, accepting the revenue, and then not spending the money for quality customer support. Agetec should replace each copy of the game with a fixed version. When you buy a product, you're also paying for customer support and quality assurance. In this case, Agetec's customers didn't get their money's worth.

You can e-mail Agetec at sales@agetec.com, marketing@agetec.com, or Gamemaster@agetec.com; or call the hotline at 650/780-0166 between 9 A.M. and 4 P.M. Pacific Time; or write to Agetec Inc., 900 Veterans Boulevard, Suite 600, Redwood City, CA, 94063; or send a fax to 650/780-0855.

Q I recently bought an older model GameShark—sealed in its original packaging—from a local video game store, and about a week later the peripheral stopped working for no apparent reason. When I called InterAct about replacing it under warranty, the company told me that the GameShark I bought had been discontinued and that InterAct wouldn't replace the defective accessory with a working unit. The company said I would have to purchase a newer GameShark. I thought my warranty entitled me to free replacements for defective products. What should I do?

Tpottle
Via Internet

A The Watch Dog responds: Because the GameShark you bought has been discontinued, the warranty that came with it is invalid. InterAct has every right to refuse any replacement of or repair to your older GameShark even though it was purchased unused and was still in its original packaging. Unfortunately, the only thing you can do is buy a new GameShark. To be on the safe side, buy products that you know are the newest models. Many companies either update their hardware or discontinue particular products each year. If you're unsure of which products have been discontinued, ask the manufacturer directly or talk to the local retailer.

Q Is there a mod chip available that will enable me to play American PlayStation games on my Japanese PlayStation 2?

Samantha Lang
Castro Valley, CA

A The Watch Dog answers: A mod chip hasn't been developed for the PlayStation 2…yet. However, there is another way to play your American games on the Japanese PS2, but it's very risky to the system. As with the original PlayStation, you can "swap" game CDs in order to play imported games. Unfortunately, you'll need to take apart the system to accomplish this. This "trick" is not recommended because it can easily damage your system—and who'd want to take the risk of damaging something for which you probably paid $500 to $800? If you're still interested, search the 'Net for more information.

Q Whenever I try to enter a cheat code in Quake III Arena, a message comes up saying, "Cannot enter cheats on this server." Why can't I enter cheats?

MicnSteve
Via Internet

A The Watch Dog replies: Usually, you can't enter any type of cheat when you play a multiplayer game of Quake III. This keeps the game fair for all players. There are a few servers, however, that let you input cheats, but they're rare. If you simply must find one, just keep trying; you'll know you've found such a server if you enter a cheat and it works. For more useful Quake III info, check **www.planetquake.com**.

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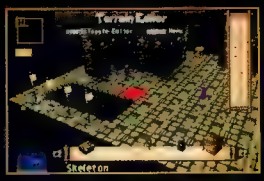

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PLAYSTATION 2: OCTOBER 26, $299

Sony to ship only 1 million PS2s by holiday season

As part of what Sony predicts will be "the largest consumer electronics launch in history," the much-anticipated Sony PlayStation 2 will go on sale in North America on October 26 for a suggested retail price of $299—the same price as the original PlayStation when it launched in September '95.

But you'll need to pre-order your PS2 now if you want one for the holidays—Sony will ship only 1 million units to North America before the end of the year. Nearly that many were sold in the first two days of the system's Japanese launch in March. Sony will ship only another 2 million units to North America by March 2001—not guaranteed in time for the crucial holiday season.

A host of top Sony executives revealed the details of the PS2's American launch before a crowd of more than 1000 media representatives at Sony Studios in Los Angeles on May 10, the day before this year's Electronic Entertainment Expo. Sony predicted that the PS2 will have 51 games available when it launches (the most ever for a console launch, according to Sony), with 56 more games by March and another 80 games in development beyond that. Sony's first-party games will retail for $49, the same price as the original PlayStation games. The PS2 will come with a DualShock 2 controller, while additional controllers will cost $34. Multi-taps and 8 MB memory cards will also retail separately for $34 each.

Yet Sony's plans for the PS2 go well beyond merely repeating the success of the hugely popular PlayStation, which sold 72 million units worldwide and sits in one-quarter of American homes; Sony wants to take over your whole living room. The PlayStation 2 is "not the future of video game entertainment," said Kazuo Hirai, president and chief operating officer of Sony Computer Entertainment America. "The PlayStation 2 is the future of entertainment—period. [The system] will revolutionize the how and what of entertainment." Considering how many PlayStations Sony has sold, that's not an idle boast.

The key to Sony's plans for living room domination will be an expansion slot in the back of the American PS2 that allows for broadband Internet access. Combined with a rear expansion bay that will hold an add-on 3.5-inch hard drive, this could open the door to a galaxy of new entertainment options, such as pay-to-play games, pay-to-view TV shows and movies, as well as extra game content, such as updated rosters and extra levels. Along with its CD/DVD player, the PS2 could replace your VCR, stereo, and computer—not to mention your old PlayStation. Plus, two USB ports on the front of the system will allow such interactive accessories as digital cameras, microphones, and, reportedly, a keyboard and mouse.

The new expansion slot and drive bay could explain the paltry number of units available for the North American launch. They're not included in the Japanese version (which has a PCMCIA slot instead), and the hardware change may have altered production schedules. The other big difference between the American PS2 and the Japanese PS2 is the DVD decoder, which in the American version will be embedded in the console's chipset rather than in a memory-card file as in the Japanese release. This will solve some of Sony's troubles concerning DVD playback errors and region-encoded DVD goofs, but it also means you won't get a free memory card with your PS2 as Japanese consumers did.

While Sony made much of its commitment to broadband Internet access—Hirai stressed that Sony was "taking a leadership role in the broadband revolution"—not many details were revealed. Without naming his partners or a time frame, Hirai said that Sony is forging partnerships for a broadband network, and he predicted that 70 percent of the U.S. will have high-speed access by 2004. However, he hopes Sony will sell so many broadband-capable PS2s that consumers will adopt high-speed Internet technology even faster. Sony didn't reveal a price or release date for the PS2's hard drive or network adapter, and it's likely that the broadband network that Sony is planning will not be in place for another year at the earliest.

It comes out October 26th. Get in line now. (Stand sold separately.)

NEWS BITS

Dolphin Details In August

So what about the Dolphin? Nintendo wasn't ready to show its new console at E³; instead, it will give the Dolphin and the Game Boy Advance plenty of attention at its own SpaceWorld show in Japan this August. When Nintendo talks, we'll tell.

Sega President Steps Down

Three years of financial losses has been tough on Sega—the company has lost over 77 billion yen (more than $700 million) in two years and was expected to post a third loss of another 44 billion—and someone has to take responsibility. So Sega Entertainment President Shoichiro Irimajiri will step down from his post to be replaced by chairman Isao Ohkawa, who was previously chairman of CSK Corporation, the primary stockholder in Sega.

Midway Gets Psygnosis Titles

Okay, listen up 'cause this is tricky: Sony Computer Entertainment Europe absorbed Psygnosis, held on to what it wanted for the impending PS2 launch (like Wipeout Fusion), then granted Midway permission to publish eight PlayStation games in North America, including Colony Wars: Red Sun and Rollcage Stage II—two games that *GamePro* has already reviewed and which were supposed to have been released by now. Those games should be out as you read this—but with the Midway logo on 'em; otherwise, they're unchanged. Get it? Got it? Good.

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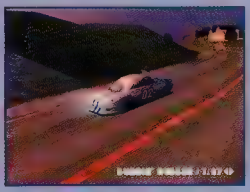
BLEEM + DREAMCAST= BLEEMCAST

One of the more surprising mob scenes at E³ centered on the booth of Bleem, which unveiled a PlayStation emulator for the Dreamcast. Just load one of four volumes of Bleem into your Sega console, then swap in your PlayStation game disk when prompted, and wham—you have your favorite PlayStation games at double the resolution. Each volume of Bleem will support 100 different PlayStation games; the company plans to have the first four volumes on sale by midsummer for $19.99 each. See **www.bleem.com** for more info.



◀Bleem for Dreamcast promises smoother textures and double the resolution for your PlayStation games—as seen here with Ridge Racer Type 4.

TOP 10

Best-Selling Video Game Titles: April 2000

RANK	TITLE	PLATFORM	PUBLISHER
1	Pokémon Stadium	Nintendo 64	Nintendo
2	WWF SmackDown	PlayStation	THQ
3	Tony Hawk's Pro Skater	Nintendo 64	Activision
4	Syphon Filter 2	PlayStation	989 Studios
5	Star Wars Episode I: Jedi Power Battles	PlayStation	LucasArts
6	Resident Evil Code: Veronica	Dreamcast	Capcom
7	Tony Hawk's Pro Skater	PlayStation	Activision
8	Syphon Filter	PlayStation	989 Studios
9	Triple Play 2001	PlayStation	Electronic Arts
10	MLB 2001	PlayStation	989 Studios

Source: NPD TRSTS Video Games Tracking Service

ANOTHER $50 BACK FROM SEGA

Just weeks after Sega announced an aggressive $200 rebate program for gamers who sign up for a two-year commitment with the Sega.com ISP, the company has tacked on an additional fifty-buck rebate for the duration of the summer. Until August 31, Dreamcast owners can sign up for a complimentary 30-day SegaNet account at Sega.com and receive a $50 check from Sega.

The catch? There isn't one, really. Once you show proof of Dreamcast ownership (like a receipt) and fill in some demographic information on Sega's Web site, it's free money and a free month of online gaming. If you decide to take advantage of both offers, Sega will reimburse you for the cost of not only the console but a new game as well—or you can say that you paid only $149 for your Dreamcast. Call 800/688-8460 or visit **www.sega.com** for more information.

MICROSOFT'S PRIVATE XBOX DEMO

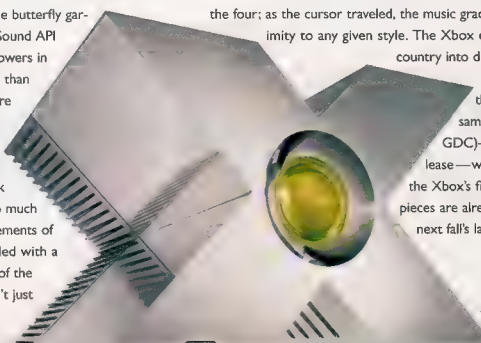
Though its system isn't slated to launch until late 2001, Microsoft took the opportunity to show some Xbox sample footage in its booth at E³—and even more was shown behind closed doors.

Microsoft's demos were mostly enhanced versions of the ones it showed at the Game Developer's Conference in March. The butterfly garden returned, this time enhanced with a DirectSound API that featured dynamically changing music. The flowers in the garden themselves were 4 MB large —more than the entire video memory of the PlayStation. More than 1000 butterflies fluttered by.

A tweaked, interactive version of the dancing robot demo—named "Two to Tango"—also featured new music, complete with a soundtrack that, when the demo was paused, didn't loop so much as remix itself in real time, selecting different elements of the soundtrack. Seeing the characters controlled with a Microsoft Sidewinder GamePad Pro gave proof of the Xbox's power—those gorgeous graphics weren't just eye candy, but potential gameplay-level visuals.

An all-new demo called MixJuice focused solely on the console's audio capabilities—Microsoft boasts that the Xbox will include the most powerful sound processor ever put into a console. MixJuice featured four music styles in four corners of the screen and a cursor that could travel anywhere between the four; as the cursor traveled, the music gradually shifted based on its proximity to any given style. The Xbox even succeeded in morphing country into disco—no small feat.

Microsoft designers stressed that the prototype machine (the same X-shaped console shown at GDC)—still a full 16 months from release—was running at only 10 percent of the Xbox's final power. Clearly, though, the pieces are already coming together nicely for next fall's launch.



◀Microsoft's Xbox prototype gave select attendees an earful.

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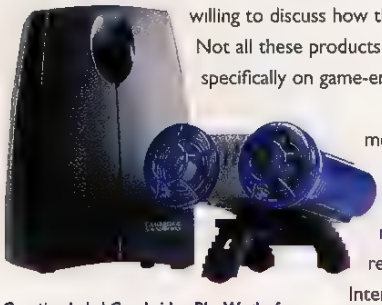
GAMEPRO LABS E³ BLOWOUT!

If you could look beyond the zillions of third-party PlayStation 2 controllers on display at E³, you'd find some nice hardware surprises—and some juicy rumors. One rumor, however, can be confirmed: The Dreamcast will get a mouse! The peripheral was pulling shifts at the Quake III Arena seats in the Sega booth. Also on display were the candy-colored VMUs and controllers, as well as the DC digital camera and microphone, and mockups of the DVD and MP3 players. The camera, microphone, and MP3 player will all slide right into a controller slot; Sega was not willing to discuss how the DVD player would work since it was too early in development. Not all these products may make it to the U.S. market, where Sega is concentrating specifically on game-enhancing peripherals.

The Songboy will play MP3s on your Game Boy Color this holiday season.



Creative Labs' Cambridge PlayWorks for the PlayStation 2 will be available at the console's launch.

It's also worth noting that Sony is planning to release its own mouse and keyboard for the PlayStation 2. Though no official statement was made, game developers in the Sony booth spoke of supporting the peripherals with their launch games—so an announcement from Sony should be coming soon. Sadly, Sony is not releasing a remote control for the system's DVD Video functions, but InterAct will. The $20 unit, which will utilize an infrared sensor plugged into the PS2's controller port, should be available at the system's launch. Both InterAct and Creative Labs showed surround-speaker systems for the PlayStation 2, further capitalizing on the console's home-theater capabilities.

On the handheld front, the MP3-playing Songboy (see "The Cutting Edge," May, page 40) will slip into the cartridge slot of your Game Boy Color for 32 MB or 64 MB of near-CD-quality song storage and playback. It will be joined by the SongJones, a similar player for the NeoGeo Pocket. Both units will support flash memory cards, will retail for $79, and should be ready later this year. InterAct's Shark MX will be able to turn your humble GBC into a PDA, complete with calculator, address book, calendar, and (for an extra fee) an e-mail client—just plug the MX into a phone jack to send and receive your messages. It should be available in June for $39.99, plus e-mail subscription fees.

Watch for more updates on these and other products in forthcoming installments of *GamePro* Labs.

InterAct Accessories' infrared DVD remote and receiver will retail for $20.

Sega's colored controllers and VMUs weren't nearly as interesting as the Dreamcast mouse, camera, and MP3 player prototypes.

STATIC

...Diablo II: Then Why Are You Here Department: Sony kept kicking photographers out of its booth—not for taking footage of PS2 games, but for just snapping shots of what the booth itself looked like without permission. Um, okay. So we aimed our Webcam at their booth for three full days. • In the Interplay booth, it was the Case of the Disappearing Duke Nukem Forever logos. On the day before the show, there was a big DNF sign, but it was gone the next day, and the game they were showing in the kiosk was Planet of the Babes. Sadly, the real Duke Forever is taking just about that long. • The Most Disgusting Display of Unprofessional Greed goes to a "journalist" from the competition (rather than name names, we'll leave it up to your imagination) who went to the booth of a major PC software company and announced, "I'm from the media—where's my free stuff?" • Sony's PS2 press kit came as a backbreaking, three-inch binder filled with decidedly lowtech, paper press releases. Don't didn't Sony invent the compact disc? • New Lara Croft model Lucy Clarkson was the talk of the show, but for all the wrong reasons—she's just 16 years old. While she undeniably fills Lara's, er, shoes perfectly, it seemed a bit inappropriate—especially less than a year after one of Core's programmers was busted for underage shenanigans. • You know what was missing from E³ this year? Surprises. This and N64 games. Uh oh. • MGS2. MGS2. MGS2... MGS2... MGS2...

ALL E³!

HIDDEN CHARACTERS

Photo: Eagle Nebula - Courtesy of NASA/JP

SEGANET AT E³

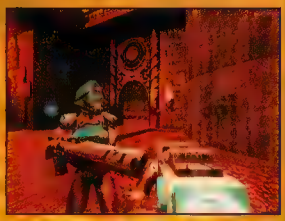
Sega's online division was busy at E³, showing off more than a dozen games running online—including big names like Quake III Arena and Phantasy Star Online. Moreover, the games were using Dreamcast 56K modems to dial out, and gameplay performance was impressive, indeed. It looks like Sega will be ready to invade the 'Net come September. **By Lamchop**

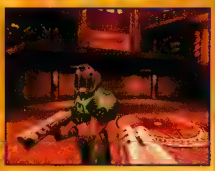
SEGANET

> Quake III Arena

Published by Sega • Available: Fourth Quarter 2000

This showstopper attracted the drooling crowd like a magnet. The first-person shooter will accommodate up to four online players in a single game and support the Dreamcast keyboard and a mouse peripheral. The Dreamcast version will have some exclusive levels and a redesigned user interface, but the online gameplay looks like it'll be every bit as intense as the PC version's, with little slowdown or hesitation—a must for a a game in this genre. There's also a plan to enable PC players to download a patch so they can log on and join Dreamcast players for some serious fraggin'.





> 4X4 Evolution

Published by Gathering of Developers • Available: Summer 2000

4X4 Evolution will drop gamers into their favorite sport utility vehicle or light truck to kick up some dirt on 16 tracks. 4X4 will use GameSpy's "peer-to-peer" technology to accommodate Dreamcast, PC, and Mac gamers—so all three platforms work together online. And when SegaNet is ready in September, you'll be able to use it in conjunction with GameSpy as well. Besides first-person shooters, racing games require the least lag, and the running demos didn't disappoint at the show. Gameplay was smooth, and, if Sega can bring this level of performance to your home, it'll be a glorious day for online gaming.

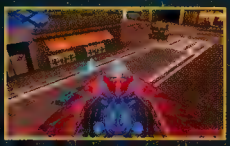
Bigger Pipes, Louder Voices

It's no surprise that the 56K modem in the Dreamcast is only a temporary solution for Internet access. By the end of the year, Sega plans to make available an Ethernet add-on to replace it. Gamers will then be able to connect to an external broadband modem (either DSL or cable) like the one offered by Sega's partner, 2Wire, to access the 'Net up to 20 times faster.

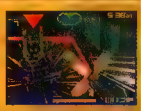
Meanwhile, Sega is ensuring that gamers will have a voice on the Web—literally. InnoMedia is working with Sega and using its voice-over-IP (VOIP) technology to enable players to talk to each other in real-time while they play. A demo was available at E³ with Sega's Alien Front (see sidebar on opposite page), and it's possible that the Dreamcast microphone will come into play here. Users will also be able to use the technology to call any wired or wireless phone for a fee through InnoMedia's global Internet telephony service network.

Alien Front

You've played arcade games, and you've played console games. But imagine sitting at home, booting up a game, hopping onto the Internet, and joining an on-going battle with Joe Schmo at the arcade and Jane Doe across town on her Dreamcast. It may happen soon with Sega's Alien Front. At E³, Sega demonstrated the power of the Dreamcast and its networking capabilities by hooking up four Dreamcast machines side-by-side with four arcade machines for an eight-player shootout in this tank-versus-aliens action game. Using InnoMedia's VOIP (see sidebar, "Bigger Pipes, Louder Voices"), players were able to scream at each other over the mayhem via headsets and microphones, which worked well on this internally networked version. Unfortunately, Alien Front is not currently scheduled for a U.S. release, and, because these machines were hooked up through an internal network, it was impossible to gauge performance over the 'Net. But still, it's a cool idea that has lots of potential. Check out the site at www.sega.com/alienfront.

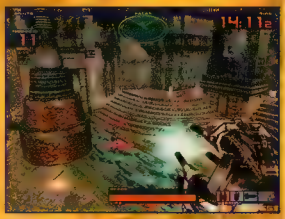


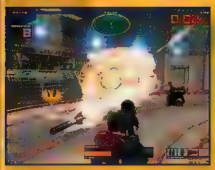
> Outtrigger

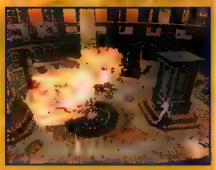


Published by Sega • Available: To be determined

Outtrigger (working title), a third-person action game, already sports some brilliant 3D graphics and quick trigger-happy action. As a member of the privately owned anti-terrorist group, Interforce, you'll battle it out in abandoned train stations and observatories using hefty firepower like flamethrowers and rocket launchers. Up to four players will be able to join in a single game (split-screen or over the 'Net), and you'll be able to recruit members online and create teams that will be ranked according to their performance.



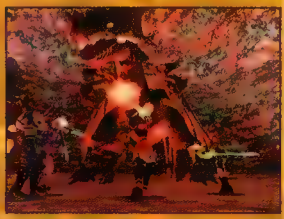




> Phantasy Star Online

Published by Sega • Available: October

Think of Phantasy Star Online as the EverQuest of consoles, but with not quite as many people in a game. PSO looks to take console RPGs to the next level, putting four players in a persistent world where they must work together in their quests. The goal of PSO is to create a community where players can interact and socialize in a gaming environment. Gamers will thus have ID numbers and will be able to send messages to attract other players to join their adventures. "Unified" communication will enable gamers of diverse nationalities to converse through a system of standardized symbols and phrases.



Also Shown at E³

KISS Psycho Circus: The Nightmare Child Published by Gathering of Developers • Available: Summer 2000

StarLancer Published by Crave Entertainment • Available: Fourth Quarter 2000

NFL 2K1 Published by Sega • Available: Fall 2000

NBA 2K1 Published by Sega • Available: Fall 2000

Armada II: Exodus Published by Metro 3D • Available: To be determined

18 Wheeler American Pro Trucker Published by Sega • Available: To be determined

POD II Published by Ubi Soft • Available: September

Railroad Tycoon II Published by Gathering of Developers • Available: June

PBA Tour Bowling 2 Published by Bethesda • Available: October

Sierra Sports GameRoom Published by Sierra • Available: To be determined

Sega Dreamcast.
IT'S THINKING

LIFE'S A DANCE PARTY. THEN YOU DIE.*

ESRB
T
TEEN
Mild Animated Violence
Suggestive Themes

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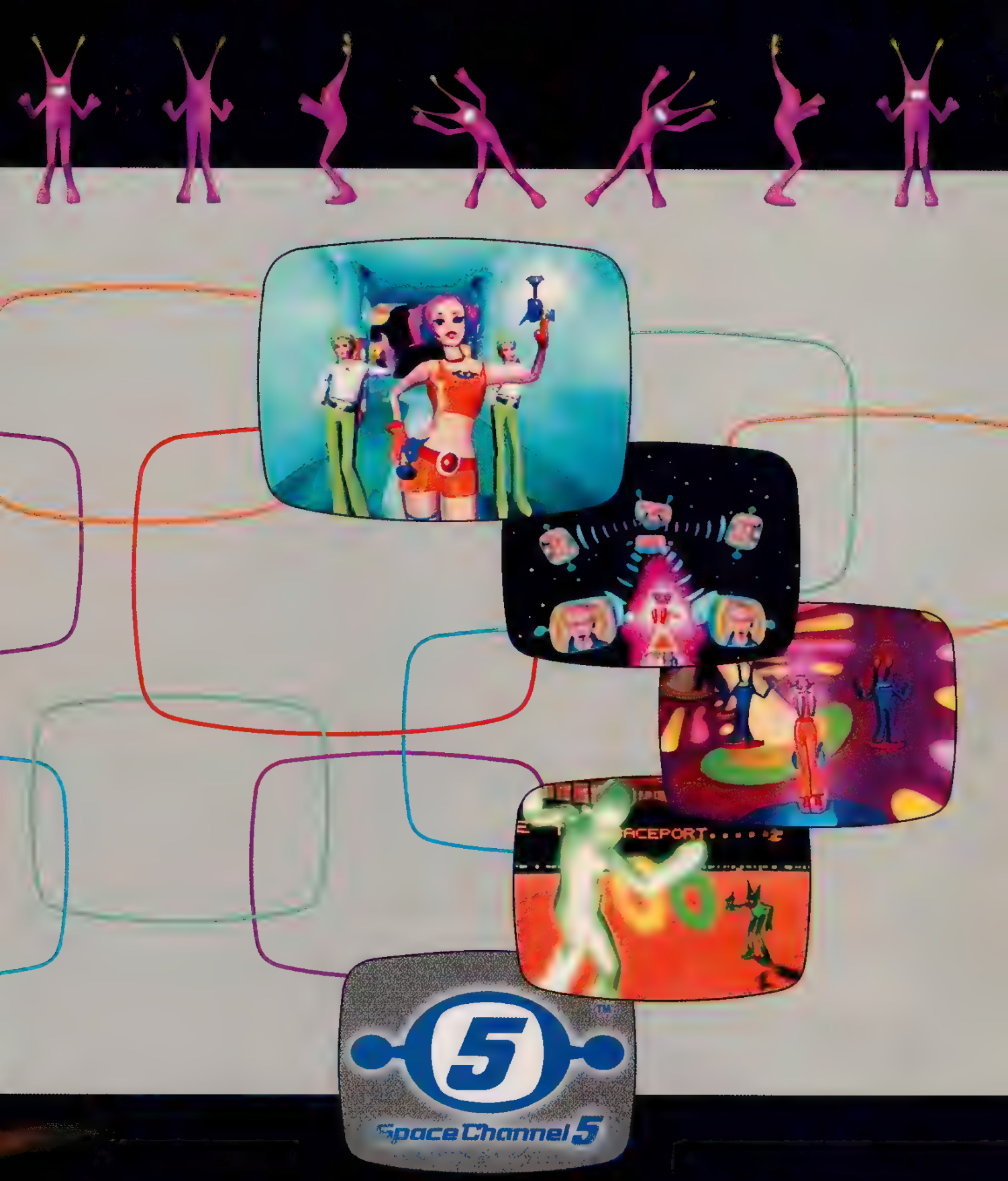


You dance like a white guy. And now the universe depends on your sorry rhythm. Don't freak space cadet. Cosmic diva Ulala will show you some fly moves. Before long you'll be rump shakin'-it against an alien posse. But don't get too funky or they'll light you up like a Christmas tree. Visit spacechannel5.com

The Rookies are actually learned in this game. Their little souls are returned to the planet Morolia where they are recycled and go on to live happy, productive lives.

I will not mate outside my species. I will not mate outside my species.
I will not mate outside my species. I will not mate outside my species.
my species. I will not mate outside my species.

Tough as it is, you must resist. Otherwise, you could end up with something like Seaman on your hands. Oh sure, treat him nicely and he's your buddy. Slack off, though, and he becomes just another verbally abusive mutant. Remember that the next time you feel the urge to fiddle with Mother Nature.

SEAMAN ON LOVE:
"Don't make me vomit."

SEAMAN ON THE 'F' WORD:
"I'm too polite to use that word, so I'll just say, 'Bite me, you baboon-faced ass-scratcher.'"

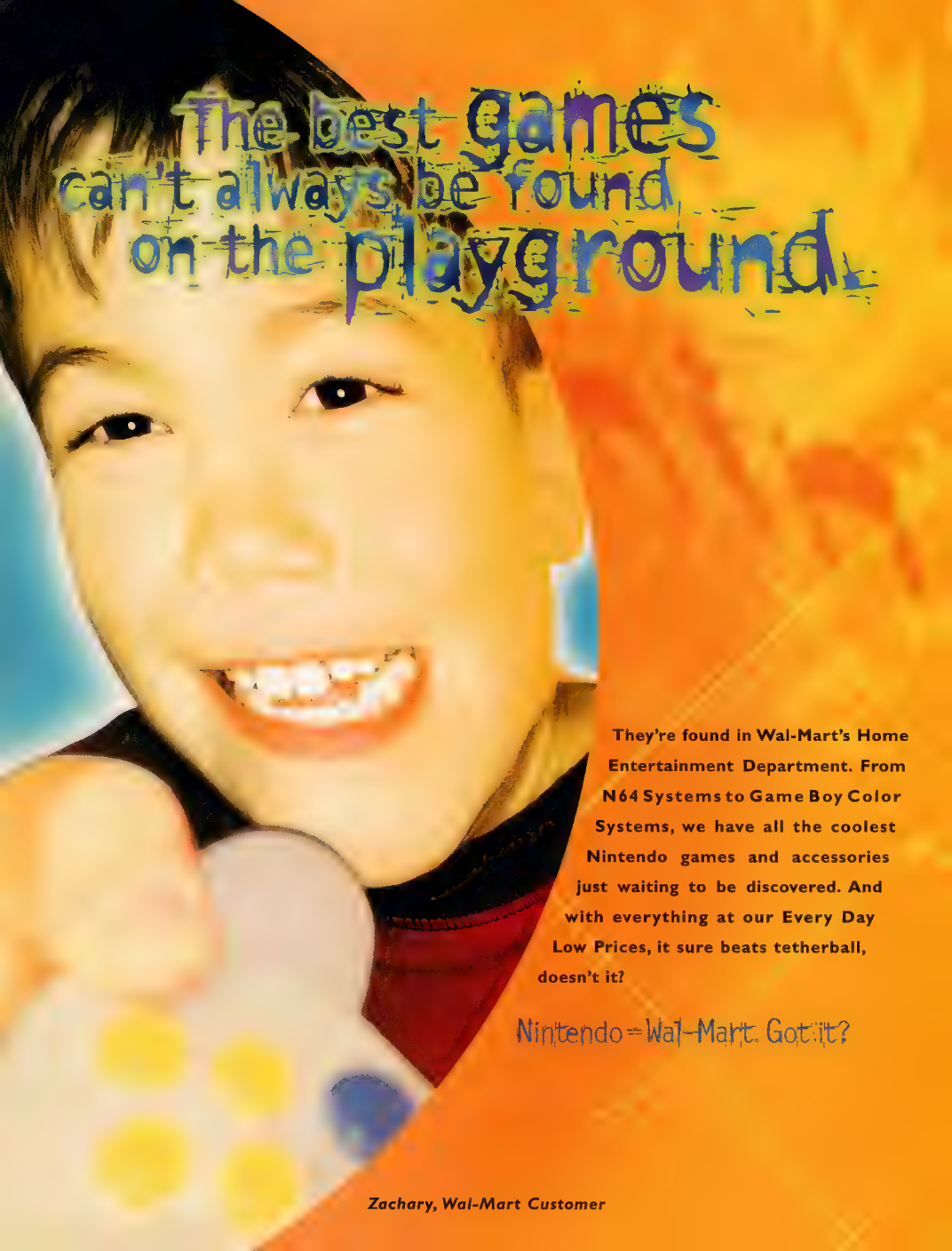
SEAMAN ON HIS ASTROLOGICAL SIGN:
"I need a middle finger to show you."

CAUTION
SEAMAN™

Sega Dreamcast

IT'S THINKING

meetseaman.com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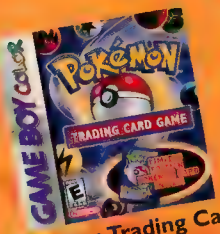

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- Everyone
- Teen
- Mature
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- Rating Pending

Nintendo

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GAMEPRO EXCLUSIVE!

Biting Back

Dinosaurs will once again roam the Earth in Capcom's survival/horror sequel, Dino Crisis 2. Will fresh graphics and gameplay innovations give PlayStation gamers more to sink their teeth into?

By Major Mike

IN THE VIDEO game industry, "success" is synonymous with "sequel," and Dino Crisis is no exception. But Dino Crisis 2 is becoming more than a mere rerun with cool new graphics, awesome gameplay mechanics, and, of course, more vicious dinosaurs. Here's an advance, in-depth look at one of this fall's most anticipated PlayStation releases.

Time Trouble

Dino Crisis 2 takes place one year after the events on Ibis Island with Dr. Kirk in prison and his time-travel research confiscated by the government. Naturally, the military can't resist the urge to continue Kirk's work, and the research site is consequently zapped into the prehistoric era. Regina—one of the survivors from the original Crisis—joins a rescue team sent back in time to find any researchers and valuable materials. Even though the heavily armed squad is prepared for stiff resistance, they're on dino turf...and the human hunters quickly become the hunted.

Regina's diminished your own size: Dylan takes on one of Dino 2's giant-sized reptiles.

Dino Crisis 2 will feature 10 types of dinosaurs, each with their own attack patterns and A.I.

Something Big

Dino Crisis 2 promises to do everything bigger and better than its predecessor did. Despite a familiar humans-against-dinos survival/horror theme, Dino 2 will overhaul almost every facet of the original game, from graphics to gameplay.

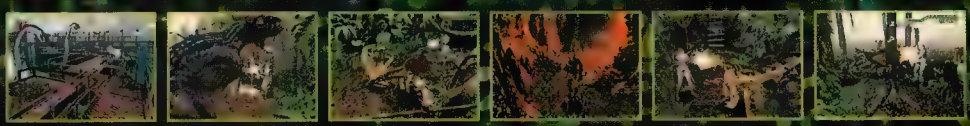
Dino 2's divergences from its predecessor will be apparent from the outset, thanks to brand new visuals. The action will be set among prerendered backdrops with fixed camera angles à la Resident Evil 3: Nemesis, and these rich, colorful surroundings should be a welcome change from the drab interiors of the first game. Plus, the visually pleasing environments will have strategic importance. For example, a jungle setting will offer hilly terrain advantageous for dealing with dinosaur packs; i.e., occasionally, you'll pick off dinos from the safety of a higher elevation. On the other hand, you'll strap on diving gear for deep-sea combat with aquatic creatures.

Regina shows off her machine gun—one of Dino 2's new top weapons.

Dino vets will find the game sounds familiar. Jazzy tunes will keep the action at a fast pace, and atmospheric effects—like the raptor's spine-tingling hiss and the T-Rex's shrill roar—will make you jump. As for "human" sounds, Regina will again be voiced by actress Stephanie Morgenstern.

Regina's familiar face will be joined by that of a second playable character, Dylan. Gamers will be able to switch between the two at key points during the game or join forces for "team events," such as defending one character from attack while the other completes a specific task or chasing down a dinosaur that's in possession of a valuable item.

Dino Crisis takes place in a variety of locales, including jungles and the interior of an active volcano.



Got Dinos?

Of course, you can't have a Crisis without dinos, and gamers can expect to fight a lot more of them this time. An early playable Dino 2 featured dino attacks in each prerendered screen and from all directions. If you thought one raptor was a challenge, try taking on three of these aggressive reptiles at once. Plus, each time you return to a previously cleared area, dinosaurs will come at you in new manners and from alternate directions. And the challenge increases: Dino 2 will have 10 kinds of dinosaurs, including old favorites like raptors and compys—and they're anything but fossil fools as each species will possess distinct A.I. and offensive moves.

Jurassic Sparks

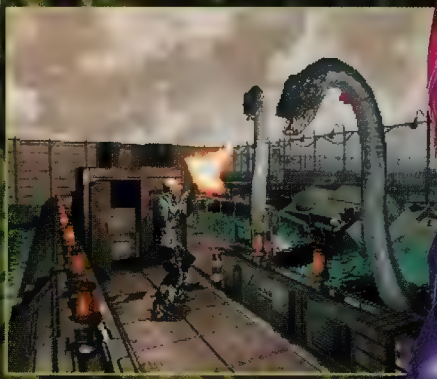
Fortunately, Dino 2's survivalists—unlike the first game's—will be thoroughly prepared with training and firepower. Joining the familiar pistol and shotgun will be several new big-bang items such as machine guns, machetes, flame-throwers and even grenade launchers that weapon dinos clear across the screen in a big gush of blood. It is still always pretty, Dino 2 more than earns its "Mature" rating.

Regina and Dylan's cause will be aided by their ability to equip primary and secondary weapons to execute combo attacks. For instance, when Regina equips her pistol and cattle prod, she'll be able to shock a raptor to the ground, then blast the downed dino. The two-weapon scheme will also prevent you from becoming a moving meal after exhausting your ammo; because some weapons won't require ammunition, you'll always be able to fight back. Another key new feature will be the ability to use firearms while running. Even if a T-Rex is hot on your heels, you won't have to stop if a raptor jumps in your way—you'll just blast it from your path.

Although it'll be to your advantage to run away from some situations, most of the time you'll need to be as aggressive as your adversaries—that's the only way to earn weapons and other items. In Dino 2's scoring system, each dino you dust is worth points that you'll use to purchase new weapons, ammo, medical supplies and more.

Welcome to the Jungle

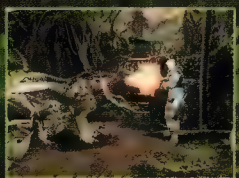
So far, Dino Crisis 2 appears to have all the elements of a strong sequel and should be a welcome addition to the survival/horror genre. It may be October's most dangerous game.



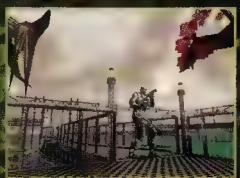
Dino Crisis returns to the PlayStation with a second helping of intense dinosaur-battling action.

Dino Crisis 2 has a brand new look with razor-sharp prerendered backgrounds similar to those in the Resident Evil games.

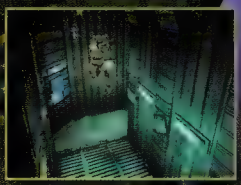
DINO CRISIS 2



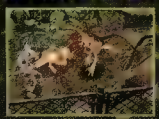
Three on a match may be bad luck, but taking out three advancing raptors with one shot is the best luck of all.

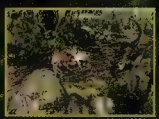


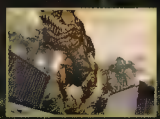
While trying to navigate a narrow platform, Dylan takes care of several low-flying pests.



Some of the action will take place undersea where characters will battle prehistorious dinosaurs.







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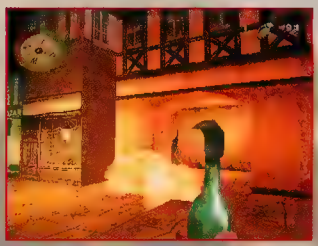
Join the Resistance With

MEDAL OF HONOR UNDERGROUND

EA dives back into the Second World War with more thrilling covert-ops action starring Manon, a rebel with the French Resistance.

By Air Hendrix

LIKE CONQUERING WAR heroes, Electronic Arts and DreamWorks captured gamers' hearts and trigger fingers with the now-classic Medal of Honor. But the war effort is still going strong—MOH returns to the battlefield this October in Medal of Honor Underground, a promising sequel that's bursting at the seams with awesome new features.



Manon hurls a Molotov cocktail at an enemy soldier as they battle in the streets of a French village.

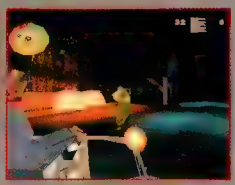
Going Underground

Veterans of the first MOH will remember Manon, the French Resistance fighter who briefed Jimmy Patterson (the star of MOH) between levels. Underground takes place a few years before the first game, following Manon's exploits as she joins the French Resistance and is later recruited by the OSS (World War II's equivalent of the CIA). "A large group of people in France fought back against the Nazi regime," says Scott Langteau, the game's producer. "It's that spirit we're trying to encompass."

As Manon crouches in a machine-gun nest, a tank lumbers in with a Nazi soldier taking cover behind it.

To that end, the game's early levels focus on Manon's sabotage operations with the French Resistance. But when Col. Hargrove convinces her to join the OSS, she is sent off to battle Nazis in exotic locales like the streets of Casablanca, a palace in Greece, an abbey in Italy, and more. At the end of Medal of Honor Underground, Manon returns to France to help the Resistance liberate Paris from the Nazis.

Manon levels a deadly Panzerfaust—a German bazooka—at a squad of Nazis.



With an A.I.-controlled driver to her left, Manon careens down a hillside in the motorcycle's sidecar, blazing away at foes.

Naturally, MOH's exciting Disguise mode will return as Manon is assigned to infiltrate several German bases posing as a photographer for a Nazi propaganda magazine. The camera will appear in front of her just as weapons do in the game's first-person view; in the sniper view, she'll look through the lens to frame photos of Nazis, who will enthusiastically strike hilarious poses and then let her pass by.

Manon will have to fend off Nazis who are in vehicles like half-tracks and motorcycles with sidecars.

In one level, Manon battles through the catacombs under Paris—in real life, they're lined with skeletons as pictured here.

In order to brighten the game's look, seven of Underground's 24 missions will take place outside. In the desert level, sandstorms will even spring up, obscuring your view.

Friendly Fire

But Underground will have a lot more going for it than just new levels and weapons. One of the game's most intriguing new features will be what the development team at DreamWorks calls "buddies"—A.I.-controlled NPCs who will fight at your side or help you through levels. For example, when you infiltrate a castle run by Himmler (one of Hitler's top aides) in one mission, a German turncoat will show up to help you pick a lock and move forward.

Better yet, when you battle to liberate Paris in the last level, Resistance members will fight at your side, gunning down enemies or even crawling away wounded. Unlike the events in other games such as Syphon Filter, however, these incidents won't be scripted—sometimes the NPCs will perform heroically, other times they'll be slain early on—and that should ensure a fresh, varied feel to the action.

An A.I.-controlled French Resistance fighter battles alongside Manon as they struggle to liberate Paris.

Think Tanks

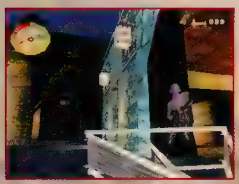
But the biggest new challenge to the player will come the first time a tank rolls around a corner and its turret slowly swivels to take aim at Manon. She will fight back with grenades, Panzerfaust (German bazookas), and Molotov cocktails, targeting either the turret or the treads to immobilize the armored beasts. Because impressive enemy A.I. was a big part of what made the first game so enjoyable, new A.I. routines will come into play with the tanks as Nazi soldiers cling to them through battles and take cover behind them when you attack.

In other levels, Manon will saddle up. When she exfiltrates from a mission to destroy a V1 rocket plant, a "buddy" driver will arrive with a motorcycle. Manon will then blaze through hordes of enemies with the sidecar-mounted machine gun as the duo escapes, creating a mini-game where the player can enjoy some arcade-style drive-n-shoot action.

When disguised as a Nazi propaganda photographer, Manon holds a camera in front of her as if it were a weapon. In the sniper view, the camera zooms in to frame photos and the Nazis strike ridiculous poses while cracking jokes like "Here's my good side!"

Medal Contender

During *GamePro*'s Hands-On time with an early build of Underground, the game felt immensely comfortable and familiar. There's no denying it's a sequel, but it's one with plenty of new features and surprises. Underground is shaping into the kind of thrilling battle that should push it to the top of the charts when it's released this October.



For one-shot kills where stealth is required, Manon will pack a silent crossbow called the "Big Joe"—a weapon the OSS actually used in World War II.

Underground will be less linear than its predecessor, providing multiple entrances to buildings and multiple pathways through levels.

Underground's sound designers will record the sounds of actual World War II weapons in an effort to continue the series' tradition of outstanding audio.

Instead of magically appearing, Underground's enemies will spawn in more creative ways. Here, two soldiers leap over a wall to attack.

Lead the Charge With MEDAL OF HONOR PS2!

The Medal of Honor series is in boot camp for its PlayStation 2 debut, complete with squad-based combat and massive battles. GamePro brings you the exclusive First Look. By Air Hendrix

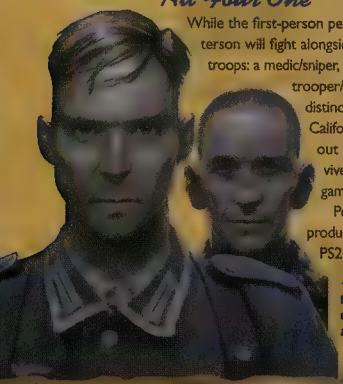
▲ This plane may look too futuristic to be a World War II craft, but the Nazis were actually on the verge of putting the stealth-bomber–like Ho IX into production. In MOH PS2, the main objective of Patterson's squad is to locate and take out the Ho IX.

While the Medal of Honor franchise prepares for its next PlayStation melee this fall, the developers at DreamWorks have quietly begun work on the series' next front: a PlayStation 2 game due in fall 2001. Medal of Honor PS2 (working title) features the return of Jimmy Patterson and, more intriguingly, expands on the series' trademark gameplay with exciting new elements like squad-based combat.

All Four One

While the first-person perspective will remain intact, Patterson will fight alongside three CPU-controlled Allied troops: a medic/sniper, a demolitions expert, and a paratrooper/sergeant. Each will speak with a distinctive accent—British, Texan, and Californian—to help the player sort out who's who. All four must survive the missions; if one is slain, it's game over.

Peter Hirschmann, the game's producer, is quick to stress that MOH PS2 absolutely will not become a first-person real-time-strategy game: "We never want it to be a burden to the player," he says. "The key is that the NPCs must be really smart. Nothing is more frustrating than losing a mission because the A.I. dies—odds are you [as Patterson] will die first."



◀ DreamWorks expects to achieve this level of detail in the faces and uniforms in MOH PS2. Shown here are SS and Wehrmacht soldiers.

You'll use the analog sticks for maneuvering and aiming with Patterson, along with the directional pad to issue some limited orders to your squad mates, such as telling the medic how to distribute health power-ups or cueing the demolitions expert on when to set an explosive charge. Tapping →, ↑, or ← will activate a small pop-up menu for each NPC soldier, while tapping ↓ will direct commands to all three.

To prevent giving orders from becoming a hassle, the sergeant will bark commands at the other NPCs and prompt the player about the next moves they should make. "After all," says Hirschmann, "at its core, Medal of Honor is about shooting Nazis!"

The Story So Far...

Chronologically, MOH PS2's story takes place between the third and fourth levels of the first PlayStation game—between the U-Boat sabotage and the attack on Fort Schmerzen—as Patterson's squad is charged with tracking down a secret German superweapon. Unlike the previous games, MOH PS2 is one long mission broken into segments. The action goes down against the backdrop of the Allies' Market-Garden operation (an offensive against the Nazis infamous for its strategic failures) as the group discovers that the superweapon is really an advanced jet, the Ho IX, that could give the Nazis air superiority and turn the tide of the war.

With all hell breaking loose around the Market-Garden operation, MOH PS2's other slick new

Vehicles like this truck, plane, and cycle will appear in Medal of Honor PS2 at the level of detail represented here.

While Medal of Honor PS2's gameplay engine isn't up and running yet, DreamWorks reports that this amazing scene represents what the graphics will really look like. The scenery and the tank are rendered models that will be imported into the PS2 game (the smoke and fog, however, were "faked" for dramatic effect in this shot).

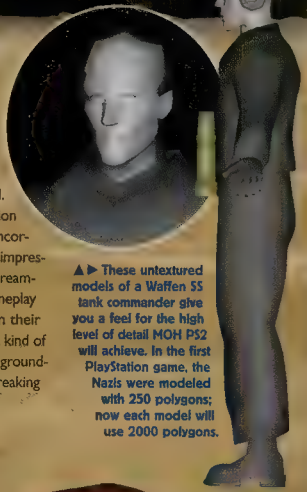
feature will have the perfect opportunity to shine. In the PlayStation game, no more than five characters could appear onscreen at once before slowdown impaired the action. With the PS2's horsepower behind it, this game will enable up to 25 soldiers to appear onscreen simultaneously, and that should make for some dizzying combat.

"We want to throw the player into huge battles like the ones that dominated World War II," Hirschmann says, citing the "defending the bridge" scene at the end of *Saving Private Ryan* as one example of what a mission will be like. But the game won't be all about mayhem, either; the player will also tackle solo missions and group disguise missions where the squad must infiltrate Nazi bases.

PS2 Firepower

The team at DreamWorks plans to put the PS2's capabilities to good use with advanced graphics and multiplayer gameplay. The development team is aiming to create such detail and variety in the player models that the gamer won't face the same enemy twice in one level. As for multiplayer action, MOH PS2 will deliver four-player split-screen combat using a multitap, and you'll be able to play as your squad mates. A cooperative mode will let you team up with a friend to battle through a level.

While MOH PS2 is still in preproduction (which means its gameplay hasn't been incorporated yet), the early visuals look very impressive, and Hirschmann and the team at DreamWorks are overflowing with unique gameplay ideas. If they pull off everything that's in their plans, MOH PS2 should become the best kind of next-generation game: one that delivers groundbreaking gameplay to match its groundbreaking graphics. GP



▲▶ These untextured models of a Waffen SS tank commander give you a feel for the high level of detail MOH PS2 will achieve. In the first PlayStation game, the Nazis were modeled with 250 polygons; now each model will use 2000 polygons.

◀ When these shaded models are textured, the gray will be replaced by skin tones, uniform details, and so on. Pictured here are two of Patterson's squad mates.

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Sega Dreamcast.

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26HIT
STARS

SHŌGUN TOTAL WAR

BY ASH

- Published by Electronic Arts
- $37.99
- 4 players
- Available now
- ESRB: Teen
- Strategy

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.0	3.0	4.0

Recommended System Requirements

- Windows 95/98/2000
- Pentium 300
- 128 MB RAM
- 600 MB on HD
- 8x CD-ROM drive
- 4 MB video card
- 56 Kbps modem

HAIL TO THE Warlord, baby! Shogun: Total War enables you to wage battles that would make James Clavell wet his drawers. A mixture of turn-based strategy and 3D action, Shogun keeps the micro-management on the turn-based side where it should be. It's a good thing, too, because handling combat in this game will take everything you've got. Ultimately, however, Total War lives up to its name with true strategic elements and all-out fighting.

PROTIP: Take the detailed tutorial for a test drive, or *The Art of War*–based A.I. will make sushi out of you.

PROTIP: Spread out your archers to give them a wider range. If an enemy gets around your front-line fighters, hold down Alt and left-click on your archers to force them to fight hand-to-hand.

A TURN FOR THE BETTER

In this War, you'll choose either to play a full campaign, fight historical battles, or create your own custom combats. In a campaign, you'll exploit the strengths of your chosen clan as you strive to become Shogun of the empire through war, negotiation, and assassination. You'll create castles, dojos, and temples on the Risk-esque board with the option to fight your battles in first-person mode or to let the computer automatically tally the blood score.

PROTIP: You can select your units quickly by using the icons at the bottom-left of the screen. Hold down the Ctrl key to select more than one.

PROTIP: Use assassins to stealthily take out your enemy's emissaries and other vital officials.

SHOW (ME YOUR) GUNS

While Shogun's turn-based decision making may appeal to chess players, its intense combat will appeal to practically anyone. Battles involve up to 5000 samurai on the field in a 3D environment; plus, you control separate units of archers, cavalry, and warrior monks, which means you'll have to strategize instead of just send in the troops.

Multiplayer mode via the Internet or over a LAN is an option, but the computer will definitely clean its bloody sword with your loincloth in single play. The A.I. is based on Sun Tzu's *The Art of War*, so you should take advantage of Shogun's thorough tutorial. Even in Easy mode, troops will often be outflanked by the A.I. before supporting units are in position.

PROTIP: Watch the morale of your units (seen when the cursor hovers over them) to prevent them from being routed and running off.

INTERFACE ISSUES

Total War's excellent graphics will enable you to see lots of details, while ambient sword clanging and bow twanging will draw you in even further. Nevertheless, gamers will have a major Mongolian beef with the control, which is awkward for troop movement and positioning. You can maneuver with either the mouse or the arrow keys, but a lot of right-clicking is required to reset the camera focus to follow friendly and enemy action.

Control issues aside, Shogun makes for some frightfully fun epic combat.

GRAPHICS 4.0

Shogun's graphics are gorgeous with excellent detail right down to the individual units. It would be nice to be able to zoom in closer, though.

SOUND 4.0

The Japanese-accented voice-overs add nicely to the ambiance, as does the subtle score. Fine combat sound effects appropriately fade in and out as you move closer to and farther away from the warfare.

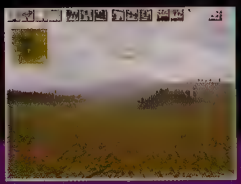
CONTROL 3.0

While maneuvering about the countryside proves easier here than in a first-person shooter, keeping track of friendly and enemy units can be difficult despite some nice shortcut icons.

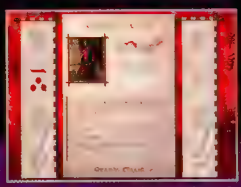
FUN FACTOR 4.0

Despite minor interface complaints, there isn't a better epic RTS game than Total War, and the turn-based side holds its own.

PROTIP: Don't shoot projectile weapons until you see the whites of their eyes (or, in this case, the green arrow). You'll just waste limited ammo.



PROTIP: Take the time to survey the field before a battle begins–it'll give you a chance to learn the lay of the land.



PROTIP: Note your clan's strengths and weaknesses–e.g., lower costs for purchasing certain types of samurai–and tailor your army accordingly.

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BY LAMCHOP

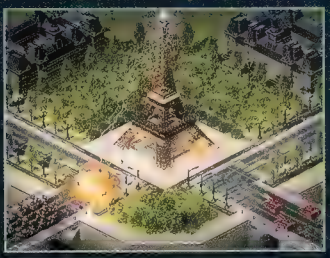
- Developed by Westwood Studios
- Published by Electronic Arts
- Target release date: November

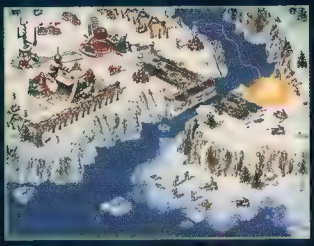
FIRST LOOK

WINDOWS 95/98

Command and Conquer: Red Alert 2

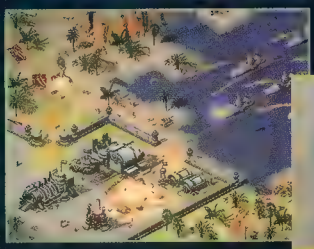
THE ORIGINAL RED ALERT deprived many strat-heads of countless hours of sleep with its innovative units and addictive gameplay. The sequel hopes to deliver the same mind-bending results.





In the continuing alternate universe story line, the Soviets are still peeved over the Americans' defeat of Stalin in the first Red Alert. While masquerading as peaceful allies, the Soviets plan an invasion of "psychic soldiers" to take over the United States.

Though some familiar faces (such as Tanya) will return in Red Alert 2, the game will also feature many new units. The Chrono Legionnaire's "time-suit" will allow him to teleport, and the Tesla Tank will be able to fight in tandem with two other units—the Shock Trooper and the Rhino Heavy Tank—to take advantage of their combined abilities. Many battles will occur in the U. S., so expect to see skirmishes in Washington, D.C., Pearl Harbor, New York City, etc.—complete with recognizable landmarks such as the Statue of Liberty. Battles will also unfold across the seas in Egypt, Siberia, and France. The Red Alert siren will sound this November. GP



KIROV AIRSHIP

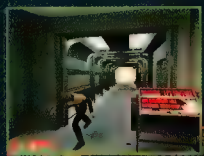
BY DAN ELEKTRO

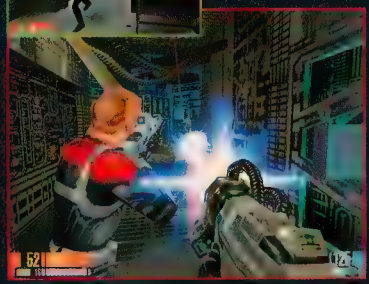
- Developed by Raven Software
- Published by Activision
- Target release date: July

HANDS-ON

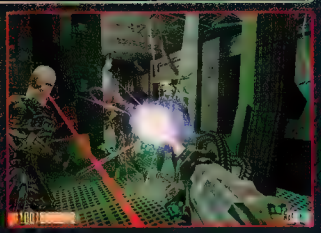
WINDOWS 95/98

Star Trek: Voyager—Elite Force

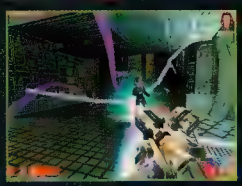




THE FOLKS AT id may create the cool PC technology, but the licensed developers really make the killer games (Half-Life, Soldier of Fortune…you get the idea). So it is with Quake III—nobody's denying the power of the engine, but it's up to companies like Raven (Heretic, Hexen) to really rev it up. And with Star Trek: Voyager—Elite Force, the warp drives are already online.



You'll play as Munro, a member of Tuvok's handpicked Hazard Team—the ones who handle the rough stuff. That means you'll get to experience the thrill of blasting the Borg, stopping warp core breaches, seeking out new worlds and new civilizations…and blowing the snot out of the hostile ones. The game will be a 60/40 blend of action and story with squad-based gameplay and scripted events helping the plot along. The early build felt quite strong—the hot-rodded Quake III engine made multiplayer matches (on the holodeck, natch) feel fast and furious, while the characters looked eerily similar to their TV counterparts. Action gamers, engage! GP



TONIGHT ON THE
WINKY THE CROW™ SHOW
Winky 3:16 says: "I just toasted your corn"
The PEOPLE'S EYE
RAW IS WINKY
CRUNCHY TOASTED CORN
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ORIGINAL FLAVOR
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BY MAJOR MIKE

- Developed and published by Midway
- Available August

FIRST LOOK

CART Fury Championship Racing

Start Your Engines

Eager to stay on pace with Sega's Daytona time, Midway is putting the finishing touches on CART Fury Championship Racing, a fully licensed arcade racer. But don't get the idea that CART is a simulation-heavy rubber-burner—it has several modes of play, including Easy, Expert, and Season. Easy will feature simple controls and gentle physics similar to Cruis'n USA, while Expert will be closer to Daytona. Season will race you through 17 tracks enabling you to earn points for the title of "season champion." Up to four CART machines can be linked together, and just as in the CART series, each contestant will go up against 28 opponents.

Cars will take and show damage onscreen and will shed damaged parts (such as wings) that can then smash into other vehicles.

Midway's latest racer, CART Fury Championship Racing, hopes to attract gamers with the official CART license and a mixture of arcade and simulation gameplay.

The Art of Racing

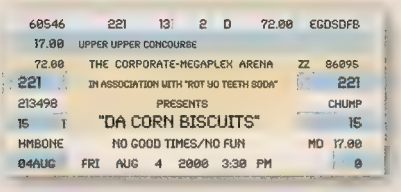
Powered by Voodoo 2 graphics, CART will feature fast racing at 30 frames per second across 12 tracks; eight will be modeled after actual racing locales such as Chicago Motor Speedway and Surfer's Paradise. The lineup will be rounded out by four fantasy courses, including an airport, a construction zone—and even a spin along the lakefront in downtown Chicago. Each track will be replete with hidden shortcuts and ramps. Of course, the official CART license will yield benefits, too: You'll be able to race as any of 10 world-famous drivers, including Tony Kanaan and Michael Andretti, while Danny Sullivan provides colorful commentary.

Go, CART, Go

One of CART's most unique features will be a boost button on the steering wheel: When you press this button during a race, your car will get a turbo boost that's refilled after each lap. If you finish a lap in under a certain time, however, you'll be awarded a Super Boost that is more powerful than a regular boost and that lets your tires leave flaming trails on the track. You can look for CART Fury Championship Racing to speed into arcades this August.

What can you get for under $10?

a)



b)

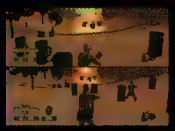
c)

d) "A great new game for the PlayStation® game console..."

$9.99 YOU GOT GAME $9.99

SPEC OPS: Stealth Patrol

THE ENEMY IS EXPECTING YOU! TOMORROW...YOU'RE ALREADY THERE!

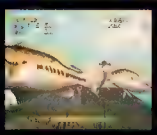


- Choose **stealth** or all-out frontal **assault** as you lead your team of Rangers into combat against **ultra-powerful** terrorist units.
- **Fight** against time and huge **enemy forces** in global **terrorist hotspots.**
- An **arsenal** to choose from including **night-vision** goggles, **sniper** rifles, machine guns, **tripwire** mines, grenades, shotguns, and more.
- **Two player** split-screen battle mode.
- Lead your team with **guns blazing** or silently under the **cover of darkness** across landscapes of thick jungle, barren desert, arctic tundra and dense forest.

April 2000

ACTION BASS

SIZE MATTERS.



- Tournament-style Challenge Mode, **free-wheeling** Free Mode, and an Extra bonus Mode is available.
- **Lure Action** Gauge (lure movement status meter) allowing the player to monitor **lure movement** easily.
- Enjoy watching fish (up to five heaviest) you brought back in the **Aquarium Mode.**
- Five diverse lures are available at the beginning, covering a **wide range** of water conditions and lure **movements.** More lures will be available as the player **gains experience.**
- Wide variety of "**lure action**" possible to **attract bass,** with some lures requiring retrieving or rod **movements** only while others requiring **skillful** combination of the two.

May 2000

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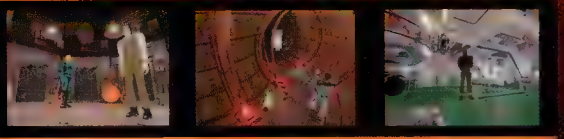
MARTIAN GOTHIC

EXPLORE THE DARKSIDE OF THE PLANET.

Year 2018. On Vita 1, a base constructed on the face of Mars, man searches for evidence of bacterial life beneath the frozen surface. During the excavation, a giant sarcophagus opens into a vast and ancient necropolis. Soon after, all communication with Mars ends.
Reason for breakdown of transmission: unknown.
Fate of Vita 1 base: unknown.

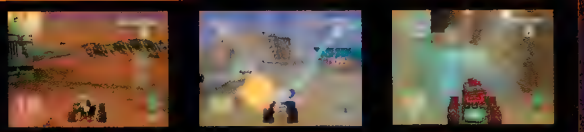


Through the complex, layered plot **follow** three investigators sent by Earth Control to **assess** the situation on Vita 1. Dozens of **treacherous** subterranean city caverns to **explore.** **Non-linear** puzzle structures **challenge** you at every turn. Strange and **violent creatures stalk** you constantly as you **seek answers** to the disappearance of Vita 1's staff and the **mystery** of the ancient Martian **necropolis.**

May 2000

GRUDGE WARRIORS

THERE IS NO SUCH THING AS FRIENDLY FIRE.



23 mission battle **arenas.**
11 **ruthless** and unique **gangs** + the Final Boss to compete against in battle.
Each level is loaded with **secret areas,** hidden **power-ups** and dozens of non-gang opponents like **attack droids** and robotic gun turrets.
Head-to-head 2 player split screen **combat.**
Dozens of power-ups including **invulnerability,** invisibility, **double damage,** guided missile jammers, nitro boosts…
An arsenal of **destructive** weaponry including **shield-draining** bombs, energy **mega-bolts,** corrosive gas bombs and mini-thermonuclear **warheads.**

April 2000

* Suggested Retail Price=$9.99.

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Prove it.
It will take more than your own magic and skill to save mankind from evil. To fulfill prophecy, you'll need to combine the power of the elements to create the most feared weapon of all time - Crystalis.
Crystalis
GAME BOY COLOR
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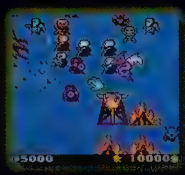

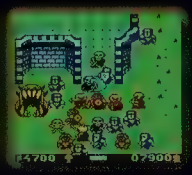

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E³ Show STOPPERS

You've heard about Tekken, Turismo, and Tony 2, too—but here's the lowdown

Metal Gear Solid 2: Sons of Liberty

Developed by KCEJ • Published by Konami • Available: Fall 2001 *By Major Mike*

It's been two years since Metal Gear Solid conquered the PlayStation with an innovative combination of strategic stealth and twitch action. Judging by what was displayed at E³, it looks as if the sequel, Metal Gear Solid 2: Sons of Liberty, could easily dominate the PlayStation 2 action genre. Sure, anyone can put together an impressive self-running demo, but the original MGS was introduced to the world in a similar fashion at E³, and the final product delivered exactly what was promised.

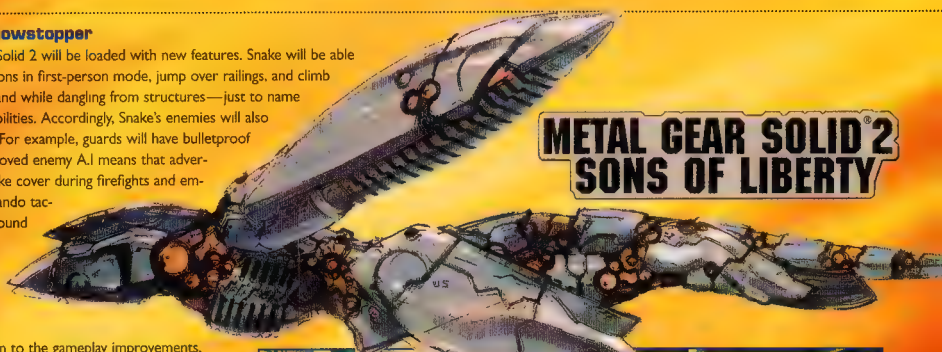
Back on Duty

Although he "retired" at the end of Metal Gear Solid, Solid Snake is returning to active duty in New York City for the PS2 sequel. In addition to Snake, a few familiar faces will return from MGS, including Otacon and the now left-handed gun, Revolver Ocelot. Konami is keeping the game's plot top secret, but a few details have leaked out. In the demo, Snake appeared to be infiltrating an oil rig to prevent Metal Gear Ray—which was built to destroy Metal Gear Rex (last seen at the end of the PlayStation game)—from falling into the wrong hands. Soon after Snake arrived, the action heated up as a team of commandos dropped from helicopters and stormed the facility.

on what you may have missed at this year's Electronic Entertainment Expo!!

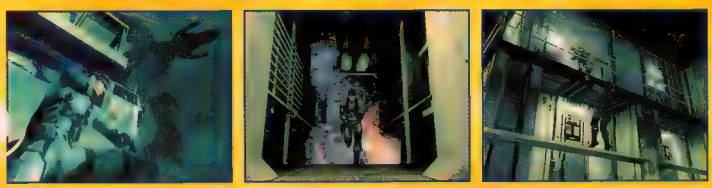
A Real Showstopper

Metal Gear Solid 2 will be loaded with new features. Snake will be able to use weapons in first-person mode, jump over railings, and climb hand-over-hand while dangling from structures—just to name a few new abilities. Accordingly, Snake's enemies will also be deadlier: For example, guards will have bulletproof shields. Improved enemy A.I means that adversaries will take cover during firefights and employ "commando tactics" to surround adversaries rather than blindly charging into combat.



In addition to the gameplay improvements, Metal Gear 2 will showcase silky-smooth graphics loaded with fine details. You'll see stubble on Snake's sneering mug, watch bottles shatter when caught in crossfire, and spy long shadows cast along dimly lit passageways. Even the special effects will be bravura, e.g., the high-velocity wake of speeding objects—like a thrown knife—à la *The Matrix*.

Sure, Metal Gear Solid 2 already looked excellent—but how will the game actually play? And will it be worth the year-plus wait? This early in the game's development, there's only one thing that's sure and maybe only one thing you need to know: Snake is coming.

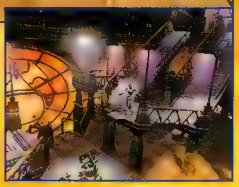


For more reactions to Metal Gear Solid 2, check out www.gamepro.com.

E3 floor photos by Michele Thomas

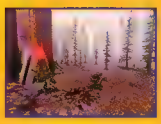
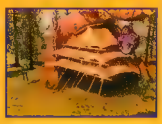
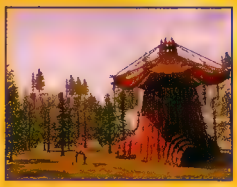
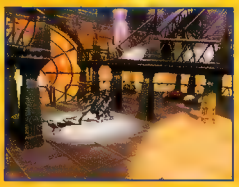
Oddworld: Munch's Oddysee

Developed by Oddworld Inhabitants • Published by Infogrames
Available: Winter 2000 ***By Air Hendrix***



THE NEWEST ADVENTURES of Abe and company stood head and shoulders above the pack at the Electronic Entertainment Expo, enchanting crowds with an impressive combo of original gameplay and sleek graphics. This latest Oddworld game will introduce a new character, Munch, who—in a complicated plot—is alternately rescued and abused by Abe as the two tackle quests across the landscape of Oddworld.

Although players will be able to switch between Munch and Abe in what may sound like a standard adventure, the gameplay will be anything but. As players roam through environments, they will also interact with characters and landscapes on many levels, managing everything from factory output to environmental conditions by talking with NPCs—not a single menu will be found. Naturally, Abe and Munch will face lots of Slig hunting and sneaking about, and the game already showcased a superb camera that never blinded the player—even in the trickiest spots. Barring any missteps in development, Munch's Oddysee should become one of the PS2's most intriguing, unique games.

Onimusha: Warlords

Developed and published by Capcom • Available: Fourth Quarter 2000
By Major Mike

CAPCOM WOWED GAMERS with an early playable version of its first PS2 action/adventure yarn, Onimusha: Warlords. Gamers will play as Samanosuke, a samurai warrior who volunteers to retrieve a kidnapped princess from an army of samurai zombies, wall-crawling demons, and other monsters. But Onimusha appears to be deeper than the usual hack-n-slashers: Samanosuke will be able to execute several offensive and defensive maneuvers—such as the ability to deliver fatal stabs to downed enemies. The weapon of choice will be a samurai sword, but you'll also acquire other attacks with three gems: wind, thunder, and fire. Once you've collected a gem, you'll be able to equip it to unleash special magic attacks in battle or to solve puzzles.

Visually, Onimusha can be best described as Resident Evil in 16th Century feudal Japan. Vibrant prerendered backgrounds and dramatic camera angles brought the environments to life in the playable version, and the surroundings were loaded with fine details (individual rustling leaves), atmospheric lighting effects (shadows cast down long corridors), and interactive elements. In one sequence, for example, Samanosuke cut down several logs suspended by a rope over the side of a hill; the logs, in turn, rolled down and flattened several approaching zombies. Equal attention has been paid to the characters, each of whom will be comprised of 10,000 polygons. In addition, Samanosuke will have the face and voice of famed Japanese actor Takeshi Kaneshiro, and a 200-piece orchestra will perform the music. Although Onimusha is early in development, it looks to be a cut above other PlayStation 2 action offerings.

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Gran Turismo 2000

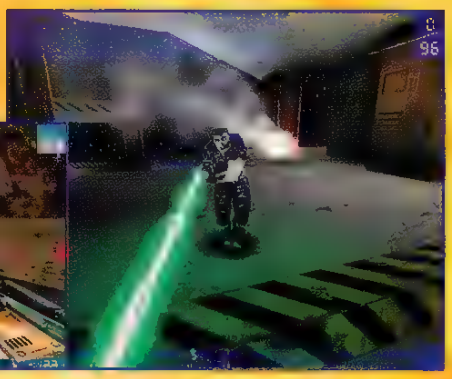
Developed by Polyphony Digital • Published By Sony • Available: October *By Air Hendrix*

GRAN TURISMO SET the standard for PlayStation racing, and this inaugural PS2 edition seems poised to continue the series' tradition of glory. The graphics were already eye-catching, boasting awesome car models and cool special effects like shimmering heat waves. As for features, all the tracks from GT2 will return, along with two new ones: Monte Carlo and Tokyo. Polyphony, the developer, hopes to bring back GT2's car lineup as well, but because each PS2 car model takes two weeks to create, some trimming may be necessary. Rally racing, possibly drag racing, and four-player split-screen competitions (using a multitap) are also on GT2000's roster.

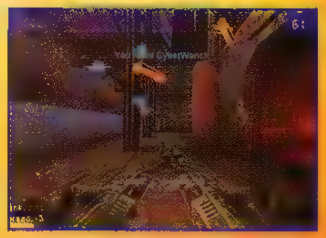
During an Electronic Entertainment Expo press conference, Gran Turismo creator Kazunori Yamauchi declared that the game's physics engine had been "perfected" and said that the team was now focusing on graphics and A.I. in order to make CPU cars drive as well as humans do. If Yamauchi and his team at Polyphony pull that off, Gran Turismo 2000 will be a race no gamer can miss.

Unreal Tournament

Developed by Epic Games • Published by Infogrames Available: Fourth Quarter 2000 *By Dan Elektro*



THE BATTLE BETWEEN Unreal Tournament and Quake III Arena will spill over from the PC to the consoles later this year, as Quake goes to the Dreamcast and UT to the PS2. Ported straight from the Windows version, Unreal Tournament for the PS2 will feature the goodies PC gamers know and love, including 50 levels (some new and enhanced) and all four game styles: Deathmatch, Domination, Capture-the-Flag, and the awesome base-raiding Assault. Advanced 'bot A.I. will make for truly challenging single- and multiplayer fragfests, and the game will support split-screen, online, and link-cable games (via the iLink port).

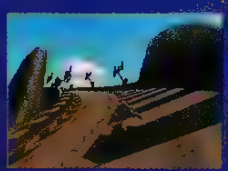


The PS2 didn't look like it was breaking a sweat tackling the graphics—they were smooth and fast, and just as impressive as the 3D-accelerated PC game's. And if you're worried about playing a first-person shooter with the PlayStation 2's gamepad, don't be—according to programmers, Unreal Tournament will support the upcoming PS2 mouse and keyboard as well. Could this be the game that finally levels the playing field between consoles and PCs? We'll know later this year. *Note: All screens shown here are from the PC version*

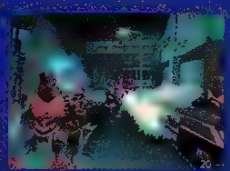
HONORABLE MENTIONS

Knockout Kings 2001
Published by EA Sports
Available: Winter 2000
For more info, see this issue's "Sports Pages."

FIFA 2001: Major League Soccer
Published by EA Sports
Available: Fall 2000
For more info, see this issue's "Sports Pages."



Wipeout Fusion
Published by Sony
Available: First Quarter 2001



Time Splitters
Published by Eidos
Available: Fourth Quarter 2000

Legion: Legend of Excalibur
Published by Midway Home Entertainment
Available: 2001

The Bouncer

Developed and published by SquareSoft • Available: Winter 2000 *By Uncle Dust*

SQUARESOFT'S EAGERLY ANTICIPATED foray into the fighting/action genre drew hopeful crowds to the company's booth. Unfortunately, there was no playable version of The Bouncer to experiment with, but the in-game cinemas and gameplay footage were enough to impress those watching. Billed as a "cinematic action experience," The Bouncer will feature multiple players fighting multiple enemies—up to 10 onscreen at once. Stylish character design by artist Tetsuya Nomura (of Final Fantasy and Parasite Eve fame) and kick-butt gameplay could make The Bouncer a hit later this year.

Oni

Developed by Bungie/Rockstar • Published by Rockstar • Available: Fourth Quarter 2000 *By Major Mike*

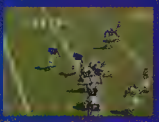
WHAT DO YOU get when you combine the look of anime, as in *Ghost in the Shell*, with action flicks such as *The Matrix*? Probably something like Oni, Rockstar's entry into the PS2 3D action genre. Playing as Konoko, an emotionally troubled agent in an elite task force, you'll use a variety of weapons and hand-to-hand fighting tactics to subdue various enemies. Oni will also feature 17 gigantic environments, with action taking place both indoors and outdoors.

Dynasty Warriors 2

Developed and published by Koei
Available: December *By Four-Eyed Dragon*

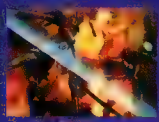
THE ACTION/STRATEGY hybrid Dynasty Warriors 2 takes place in 2nd Century China where three warring factions are clashing for control of the country. You'll choose one of nine famous warriors and head onto the battlefield wielding sharp weapons and flashy special combination attacks. Your goal: Victory for your kingdom. But this won't be your regular hack-n-slash conflict—instead, to win this war, you'll have to consider your enemy's strategic position, be aware of your troops' battle condition, and exploit weak points in your opponents' lines.

HONORABLE MENTIONS

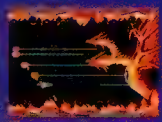


Madden NFL 2001
Published by EA Sports
Available: October
For more info, see this issue's "Sports Page."

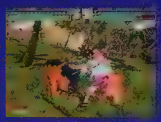
Armored Core 2
Published by Agetec
Available: October



Zone of the Enders
Published by Konami
Available: Spring 2001



Gradius III and IV
Published by Konami
Available: October



Tekken Tag Tournament
Published by Namco
Available: October

E³ SHOWSTOPPERS

Star Wars Episode I: Starfighter

Developed and published by LucasArts • Available: Fall 2000 ***By Uncle Dust***

THE FORCE WILL be with the PlayStation 2 this fall when Star Wars Episode I: Starfighter brings interstellar dogfighting to Sony's next-gen console. Bridging the gap between Rogue Squadron and the X-Wing series, Starfighter will blend flight sim elements with arcade shooter gameplay. The game's story will follow events from *Episode I*—but will also introduce three new characters to the *Star Wars* universe. With over 20 diverse ships battling it out in 14 stunning hi-res environments, Starfighter should write a solid chapter in the history of *Star Wars* games.

The World Is Not Enough

Developed and published by Electronic Arts • Available: Fourth Quarter 2000 ***By Major Mike***

THE PLAYSTATION 2 will receive a healthy dose of 007 action with The World Is Not Enough, EA's second game based on the James Bond franchise. Using the Quake III engine (attention GoldenEye 007 fans!), TWINE will feature first-person corridor-shooter action with a mission/objective setup. Some combat arenas will be based on locales from the recent movie, while some areas and enemies are being created specifically for the game. Of course, there will be several weapons to choose from, along with various high-tech gadgets from Q. TWINE will also be available for the N64, PlayStation, and PC platforms.

Smuggler's Run

Developed by Angel Studios • Published by Rockstar • Available: Fall 2000
By Jake the Snake

IF YOU DREAM of tearing it up off-road, but your '84 Chevette can't even handle potholes, Smuggler's Run should give you a chance to roam free. To smuggle unnamed contraband, you'll drive an array of rugged four-by-four vehicles in four huge areas—desert, tundra, forest, and jungle—each representing hundreds of square miles. Roads? They're there, but you won't want to stick to them. You'll need to take less obvious paths like rivers and railroad beds to avoid the fuzz and rival gangs.

HONORABLE MENTIONS

Street Lethal
Published by Activision
Available: Spring 2001

Red Faction
Published by THQ
Available: First/Second Quarter 2001

Midnight Club
Published by Rockstar
Available: Fourth Quarter 2000

Run Like Hell
Published by Interplay
Available: First Quarter 2001

Ferrari 360
Published by Acclaim
Available: 2001

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Sega Dreamcast

IT'S THINKING

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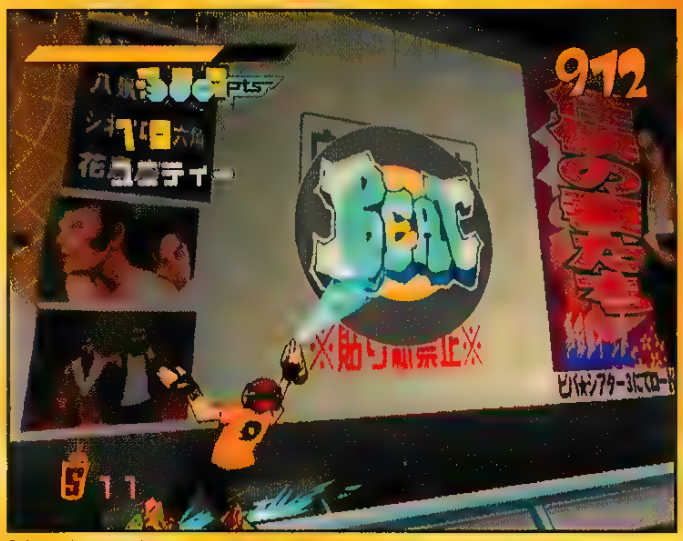
Jet Grind Radio

Developed and published by Sega
Available Fall 2000 **By Four-Eyed Dragon**

AS IN LIFE, the youth in Jet Grind Radio have it pretty hard: Rival crews are after them and the police want to lock them up. But they have two things giving them the edge: their slick magnetic-motor skating shoes—and a radio program called Jet Grind Radio.

JGR will aim to grab today's young adults by keepin' it real with original gameplay, unforgettable visuals, and serious beats. You'll choose one of 10 skaters, then join a crew to start claiming your territory in 18 missions, all the while fleeing from the 5-0 and performing wild stunts with your wheeled shoes. Three huge cities will serve as a canvas for you to tag walls and vehicles with your graffiti, combining colors, letters, and special effects.

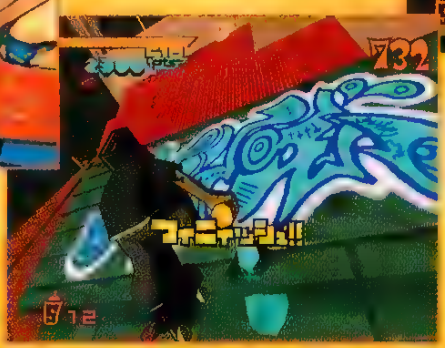


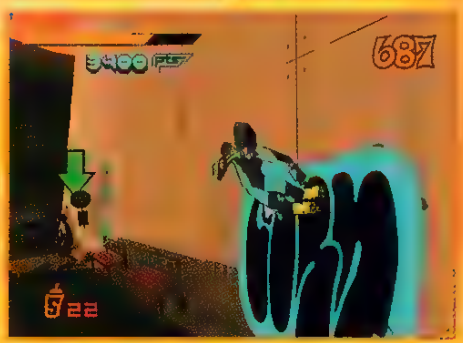
Adjust that dial for some original thrills with Jet Grind Radio this fall.

Shred It Up, Grommet

The visuals of JGR will have a retro, cartoony feel in a complete 3D environment. At E³, it was one of the sharpest games on the show floor, featuring backgrounds with vibrant colors and characters fitted with cool, vivid threads. Traffic and pedestrians moved in real time, and even the animations of the skaters looked smooth as they strolled the sidewalks.

Jet Grind Radio is shaping up to be one of this fall's can't-miss titles. Let's hope Sega stays on track and successfully combines entertaining gameplay with today's street philosophy.



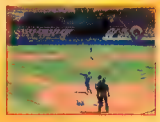


E³ SHOWSTOPPERS

World Series Baseball 2K1

Developed and published by Sega · Available: Summer 2000

By Uncle Dust



THE SEGA SPORTS 2K series stepped up to the plate at E³ with an impressive-looking baseball game in World Series Baseball 2K1. Graphically, the game surpassed expectations with amazing texture detail in both players and stadiums. Plus, the rosters are being updated for the 2000 season and will include all the pros, many of whom will show off their signature batting stances and swings.

Although the controls confused many at the show, Sega should have a chance to tweak them before WSB2K1 hits stores. Pitching seems to be especially involved as players can choose from eight pitches, selecting them from their VMU to ensure secrecy.

The way things are shaping up, it looks like Sega will touch all the bases when its vaunted baseball franchise hits Dreamcasts this summer.

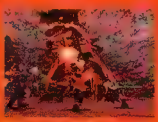
Shenmue

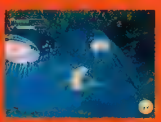
Developed and published by Sega · Available: Winter 2000

By Atomic Dawg

NOTHING AT E³ dispelled the air of mystery surrounding Shenmue, the tour-de-force adventure game for the Dreamcast from Sega and Yu Suzuki (creator of Virtua Fighter). Playing as Ryo Hazuki, you'll avenge the death of your father, who was killed in a martial arts battle by a sinister dude seeking a magic mirror. Ryo's search will take place in real time, so you'll have to watch the clock to catch up to some characters, and the weather and landscape will change with the seasons.

Additionally, Shenmue will feature an awesome degree of interactivity: e.g., Sega says that you'll encounter 300-plus characters and will be able to explore any building. Because the game takes place in Japan and China…that's a lot of buildings! You'll also use everyday items such as telephones, tape recorders, and vending machines; and you'll learn new fighting techniques as you play. You'll even have to beat the classic Sega arcade games Hang On and Space Harrier. One might call Shenmue a real-time action RPG, but hardcore gamers will have to live with this massive, ambitiously designed game to really appreciate it.





Published by Sega

Published by Sega

Online

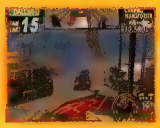
Race

Published by Sega

Issue's "NetPro."

18 Wheeler American Pro Trucker

Developed and published by Sega of America
Available: To be determined ***By Lamchop***



FORGET ABOUT RACING slicks, rear spoilers and twin turbos—it's all about the bulk, baby! Sega of America is bringing the arcade hit, 18 Wheeler: American Pro Trucker, home to the Dreamcast, putting you behind the wheel of a 20-ton cargo-hauling behemoth in a cross-country race to become the number-one trucker in America.

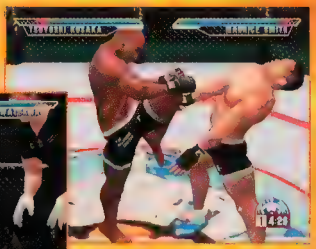
In 18 Wheeler, you'll climb aboard and strap yourself into one of five big rigs, each with its own handling specifications; next, you'll pick from two levels of cargo to maximize your profits as you rumble down the highway from New York City to San Francisco in four stages. But don't expect to turn on the cruise control anytime soon—you're going to contend with rival truckers who won't hesitate to run you off the road or ram you, damaging your precious cargo as you battle to reach your destination in time. The more damage you take, the less your cargo is worth, so you'll have to drive with caution. The release date has yet to be determined, but 18 Wheeler looks like a hot ride for all the good buddies out there. 10-4!

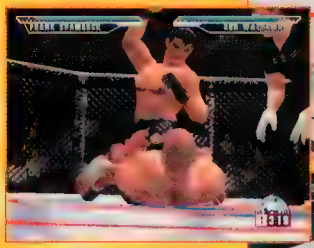
E³ SHOWSTOPPERS

Ultimate Fighting Championship

Developed by Anchor · Published by Crave · Available: September

By Four-Eyed Dragon





CRAVE IS ABOUT to enter the fighting ring—sorry, octagon—as it attempts to knock out the ranking Dreamcast competition with Ultimate Fighting Championship, based on the worldwide event that brings martial art experts with diverse styles into full-contact competition.

This brawler promises a whopping 3000 unique moves and 1200 combos derived from 34 fighting styles—all used in actual UFC events. Plus, 22 real-life fighters will participate in this action-fest—e.g., Frank Shamrock, Maurice Smith, and Tsuyoshi Kosaka—each of whom will receive a unique introduction from Bruce Buffer, the official UFC announcer.

Ultimate Fighting Championship will have six modes of gameplay. In Career, you'll work your way up the ranks, learning new moves as you progress; in Title Defense, you'll defend your belt against any challenger; in Tournament mode, you'll combat up to 16 fighters; finally, Create Fighter, Versus, and Training modes will round out the choices. Keep your eyes peeled for more on this hot-looking bruiser in *GamePro*.

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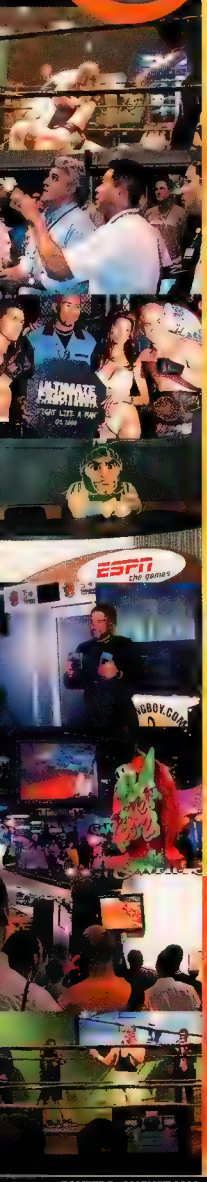
E³ SHOWSTOPPERS



Silent Scope

Developed and published by Konami · Available: Fourth Quarter 2000

By Major Mike

THOSE WHO HAVE played Silent Scope in the arcade will shudder at the idea of having to play it without the built-in cabinet rifle peripheral. The DC version of the arcade sniper game, however, played remarkably well with the controller and was just as exciting as its arcade forefather. As part of a S.W.A.T. sniper team, your job will be to take out the bad guys and protect innocent civilians. Because there's no scope to look through, the zoom-in cursor always remains onscreen while you use the trigger buttons to zoom in on your targets for a clean shot or to zoom out for a wider view of the action. The graphics are identical to the arcade version's.

Half-Life

Developed by Sierra Digital Laboratories / Gearbox Software / Valve · Published by Sierra · Available: Summer 2000

By Jake the Snake

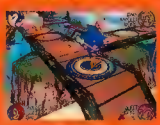
SOMEWHERE OUT THERE, millions of non-PC-owning console gamers have never played Half-Life, have never played as scientist-turned–action-hero, Gordon Freeman, and have never saved the world from aliens beamed to Earth from another dimension. When the immersive, multi-award-winning first-person shooter/adventure comes to the Dreamcast this summer, it promises to have all the gameplay and graphics of the PC version, plus a new mini-mission focusing on Barney, a security guard at the Black Mesa research facility. If it translates well to the Dreamcast, Half-Life will be a must-have for action gamers.

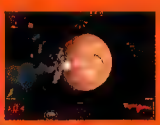
F355 Challenge

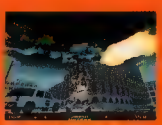
Developed by Sega · Published by Acclaim · Available: September **By Dan Elektro**

WAIT A SEC...a Sega game being published by Acclaim? Yep—thanks to Acclaim's exclusive five-year deal with Ferrari, the only way Sega's coin-op could make the trip home was if the two companies cooperated. And what a joint venture it is—the E³ demo-kiosks for F355 Challenge were packed thanks to smooth graphics and Yu Suzuki's racing reputation. There are still questions, however, about how the sim-heavy gameplay will hold up at home when one of Italy's most powerful sports cars is controlled with a humble gamepad.

Honorable Mentions







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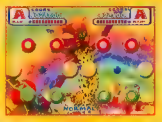
E³ SHOWSTOPPERS

Samba de Amigo

Developed and published by Sega · Available: Fall 2000 **By Four-Eyed Dragon**



THE LATIN CRAZE has finally reached the Dreamcast with the wild arcade hit Samba de Amigo. Using maracas that connect to the Dreamcast for PaRappa-style gameplay, players will shake, shake, shake their way through the game's colorful levels to the sounds of a wide range of hip Latin music. There will be five levels of difficulty plus plenty of mini-games—moreover, two players will be able to compete for the title of maraca champ in what looks to be a can't-miss party game.

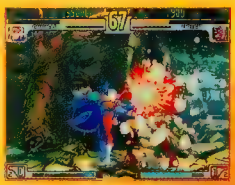
Evil Dead: Hail to the King

Developed by Heavy Iron Studios · Published by THQ · Available: Fall 2000 **By Uncle Dust**

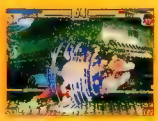
WITH HORDES OF fans waiting to get an autograph from Bruce Campbell and with the first playable version of the game on display, THQ's Evil Dead: Hail to the King for the Dreamcast made a strong showing at E³. This video game sequel to *Army of Darkness* boasted stylish camera moves and classic Ash quips. Though there was only a small combat area with no puzzles, it was enough to show off Ash's two-weapon fighting style and nasty finishing moves—a unique dispatch for each of the 25 monsters. Evil Dead should carve its own niche in the crowded survival/horror genre this fall.

Street Fighter III: Third Strike

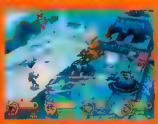
Developed and published by Capcom · Available: September **By Uncle Dust**



THE STREET FIGHTER series keeps chugging along and—thanks to the Dreamcast—it has never looked better. The playable version of Street Fighter III: Third Strike at E³ looked sharp, featuring incredibly fluid character animation and gorgeous backgrounds. The game will bring 19 fighters into the mix, including the return of everyone's favorite feisty feminine fighter, Chun Li, along with new characters, Makoto, Q, Twelve, and Remy. Gameplay innovations will consist of a Grade Judge System to rate your performances and a Progressive Hit Frame for more accurate collision detection. The Street Fighter faithful will be able to fight in style this September.



UPGRADABLE BEATINGS



Available: Fall 2000

Available: To be determined
For more info, see this issue's "NetPro."

Available: September
For more info, see this issue's "NetPro."

Published by THQ

Available: September

Driver 2

Developed by Reflections • Published by Infogrames • Available: Fourth Quarter

GDDD *By Jake the Snake*

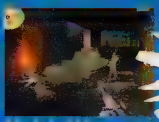
SURE, DRIVING GAMES were fun, but they never really gave you the feeling that you were behind the wheel of a street machine. That was the case until Driver was released last year, and its realistic controls, great graphics, and gritty story made it fun to be chased by the cops—at least in virtual reality. Now Driver 2 looks to improve on everything that made the original a classic. The cities and streets will no longer be limited to grids, but will have curving mountain roads and freeway on- and off-ramps. Plus, you'll be able to get out of your car and walk around—even inside buildings—to do such things as set detonators, unlock doors, and commandeer buses and fire trucks to throw off your pursuers.

The game that put serious flavor into console driving is back for another spin with cool new cars and even better looking streets to burn rubber on.

Blame It on Rio (and Havana and Las Vegas)

Tanner, the hero of the original game, is back with a new sidekick, Tobias Jones. This time, Tanner is out to bust some world-class crime lords: Brazilian Alvaro Vasquez and American Solomon Caine. Your adventures will consist of 40 varied missions that take you to four huge, realistically depicted cities—Chicago, Las Vegas, Havana, and Rio de Janeiro—that are sure to offer plenty of seedy underworld atmosphere. The cities promise to be populated by even more lifelike pedestrians who will sunbathe on the beach, walk in and out of buildings, stand and chat, and more. Driver 2 will also offer a split-screen mode (though not in the cities) and more driving games, such as slalom, classic racing, and beat the clock. Driver 2 should be ready in time to go under your Christmas tree.

HONORABLE MENTIONS



Medal of Honor Underground

Published by Electronic Arts • Available: Fall 2000

Don't miss our cover features on Dino Crisis 2 and Medal of Honor Underground—in this issue!!

Dino Crisis 2

Published by Capcom • Available: October 2000

Tony Hawk's Pro Skater 2

Published by Activision • Available: Summer 2000

Vampire Hunter D

Published by Jaleco • Available: October 2000

Dave Mirra Freestyle BMX

Published by Acclaim • Available: Winter 2000

Army Men: Air Attack 2

Published by 3DO • Available: Fall 2000

Alone in the Dark: The New Nightmare

Developed by DarkWorks · Published by Infogrames · Available: Fall 2000
By Bad Hare

RESIDENT EVIL GOT all the good press, but it was really the Alone in the Dark series from Infogrames that introduced the genre now known as "survival/horror." Now, intrepid investigator Edward Carnby is back with a hi-res look and a female friend: alluring anthropologist Aline Cedrac.

Armed with just a flashlight and their wits, gamers will be able to explore Shadow Island with either character, uncovering details about a friend's murder and some mysterious ancient tablets amid paranoia and intrigue. Evil establishes its new residence this fall.

Mat Hoffman's Pro BMX

Developed by RuneCraft · Published by Activision
Available: Holiday 2000 ***By Dan Elektro***

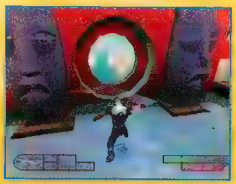
AFTER THE SUCCESS of Tony Hawk's Pro Skater, can extreme-sports lightning strike twice for Activision? If it does, hopefully you won't be on an aluminum bicycle—that'd hurt.

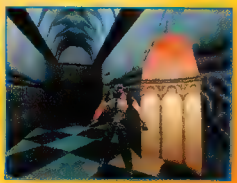
Still, Mat Hoffman's Pro BMX looks like it'll be worth the risk. Mat's game will be based on the same engine as Tony's and share some key elements (character creation, a level editor), but it will also feature stunts and physics unique to BMX riding. Although Hoffman's debut is still a long way off, the E³ version looked, um, wheelie good.

Blade

Developed by HammerHead · Published by Activision · Available: Fall 2000 ***By Dan Elektro***

WELL, IT TOOK long enough, but the badass Wesley Snipes movie *Blade* will finally make its gaming debut this fall. You remember Blade—the vampire hunter with the big sword and the bigger identity crisis (since he's half bloodsucker himself). His pal, Whistler, has been kidnapped by the Vampire Overlords, so gamers will have to battle 34 types of enemies through 21 levels—including a showdown with the Night Beast—before they can put a stake in this 3D action/adventure.

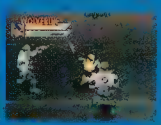




HONORABLE MENTIONS

Persona 2: Eternal Punishment
Published by Atlus
Available: November
For more info, see this issue's "Role-Player's Realm."

Star Wars Demolition
Published by Lucas[illegible]
Available: Fall 2000



X-Men Mutant Wars
Published by Activision
Available: [illegible]

Mega Man Legends 2
Published by Capcom
Available: September

Spider-Man
Published by Activision
Available: August

Ms. Pac-Man Maze Madness
Published by Namco
Available: September

X-Men Mutant Academy
Published by Activision
Available: [illegible]

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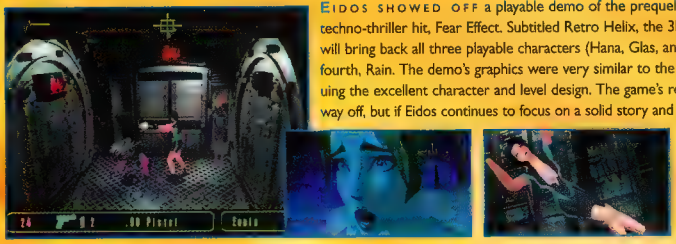
E³ SHOWSTOPPERS

Fear Effect: Retro Helix

Developed by Kronos Digital Entertainment • Published by Eidos • Available: First Quarter 2001 ***By Uncle Dust***



EIDOS SHOWED OFF a playable demo of the prequel to its anime-style techno-thriller hit, Fear Effect. Subtitled Retro Helix, the 3D action/adventure will bring back all three playable characters (Hana, Glas, and Deke) and add a fourth, Rain. The demo's graphics were very similar to the first game's, continuing the excellent character and level design. The game's release is still a long way off, but if Eidos continues to focus on a solid story and character development, Fear Effect: Retro Helix could be another superb game.

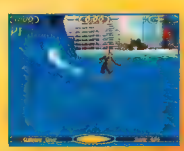
Mega Man X5

Developed and published by Capcom • Available: November
By Major Mike

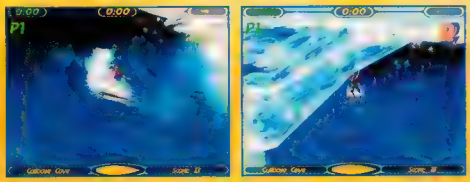
SPRITE-BASED, 2D side-scrolling action-platform games are alive and well on the PlayStation with Mega Man X5. MMX5 finds the blue bomber called upon to save the Earth again—this time, from an approaching meteor that is due to hit in 48 hours. You'll be able to play as either X or his friend Zero, switching between the two at any stage during the game. As with other Mega Man games, you'll find tons of power-ups and will be able to use weapons scavenged from defeated bosses.

Billabong Pro Surfer

Developed and published by Mattel Interactive • Available: Winter 2000 ***By Four-Eyed Dragon***



A WAVE OF surfing games is riding to shore this year, but none of them look and sound as promising as Billabong Pro Surfer. In this game, you'll be able to pull off a wide range of stunts as you control fully licensed Billabong pro men and women surfers. Eight locales with diverse conditions—including sandy beaches, coves, reef breaks, and right and left hard breaks—will test your surfing skills. Look for Billabong Pro Surfer when you're not busy ridin' the waves at the North Shore.



HONORABLE MENTIONS

007 Racing (working title)
Published by Electronic Arts
Available: Fall 2000

Batman Beyond
Published by Kemco
Available: October

In Cold Blood
Published by Midway Home Entertainment
Available: September

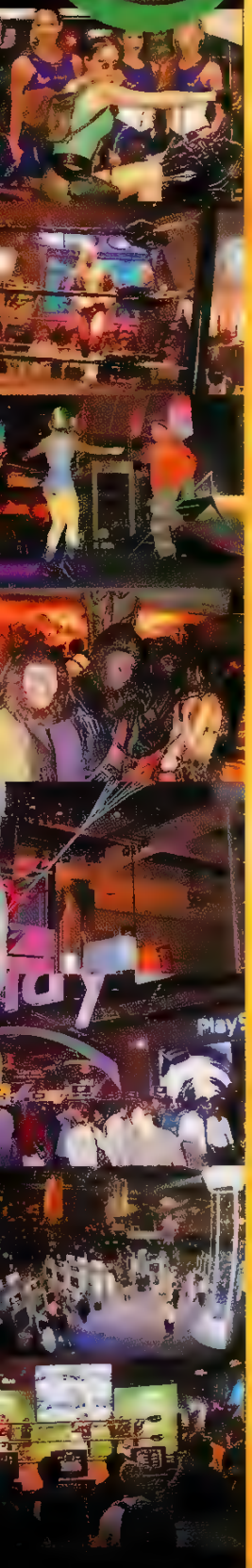
Destruction Derby Raw
Published by Midway Home Entertainment
Available: September

Rogue Spear
Published by Red Storm
Available: November

Crash Bash
Published by Sony
Available: November

Spyro: Year of the Dragon
Published by Sony
Available: November

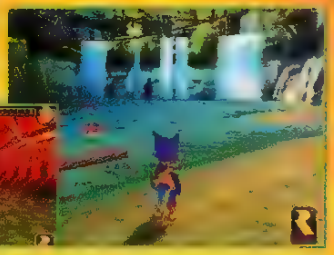
WWF SmackDown 2: Know Your Role
Published by THQ
Available: Fall 2000

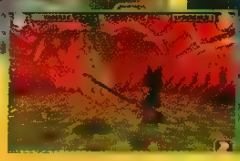


Dinosaur Planet

Developed by Rare • Published by Nintendo • Available: Fall 2000

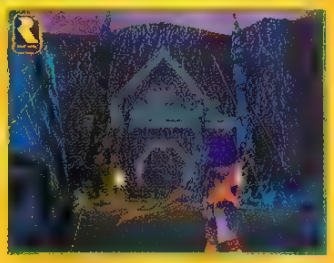
By Brother Buzz





NINTENDO IS LOADING up on adventure games for the holidays with Perfect Dark, Banjo Tooie, The Legend of Zelda: Majora's Mask, and Eternal Darkness—but Dinosaur Planet stands out as the only far-flung sci-fi epic. The E³ version showed off Rare's flair for melding expansive, imaginatively designed worlds, puzzle-packed gameplay, and video martial arts.

In this gorgeous game, you'll take charge of two characters: Sabre (a canine Fox McCloud look-alike) and Krystal (a cutie-pie female cat), as they battle a mysterious evil force bent on destroying the universe. It might seem odd that in a game called Dinosaur Planet, the good guys are mammals and the bad guys are saurian goons, but at least Sabre and Krystal have dino sidekicks—a pterodactyl and a triceratops—and, according to Nintendo, they'll encounter a cast of 50 characters.



These two heroes should take part in a nice variety of 3D gameplay. Sabre will draw a swift blade, while Krystal will swing a mean long-staff and take an occasional ride on her pterodactyl. The E³ demo already included a snowmobile chase not unlike a 1080° run; plus, the bosses will be big, and the landscape even bigger. Who says the N64 is headed for extinction?

Resident Evil Zero

Developed and published by Capcom • Available: October

By Major Mike

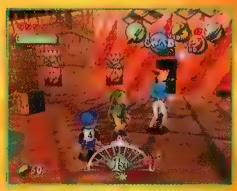
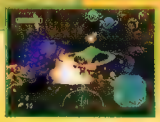
THE NINTENDO 64 is finally getting an original Resident Evil game. As the title awkwardly suggests, Zero is a prequel to the first RE, taking place one day before the action in that game, depicting the events that concern Rebecca Chambers, a medic with the S.T.A.R.S. Bravo Team. On her first mission, the helicopter containing Rebecca and her team crash-lands near a mysterious train in the woods outside of Raccoon City. Grounded, the team decides to split up—half (including Rebecca) check out the train while the others investigate a burning wagon in the distance. Of course, all hell breaks loose, and our heroine, who is later joined by ex-navy officer Billy Cohen, must fight for her life.

Aside from the usual horde of hell-spawned monsters and exotic weaponry, Zero will feature a new Zap System: You'll be able to alternate between two characters on the fly, but both will be susceptible to attack at any time and, if either character is killed, the game ends. Zero will retain the prerendered background scheme of previous REs to provide richly detailed environments, and the audio voices already hold their own considering this is a cartridge-based game. But what would a prequel to Zero be called, "Negative One"?

The Legend of Zelda: Majora's Mask

Developed and published by Nintendo · Available: Fall 2000 *By Jake the Snake*

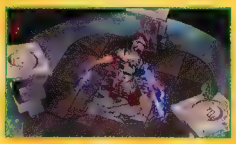
A MASK-WEARING stranger steals Link's beloved pony, Epona, and escapes through a dimensional warp-hole. Link follows only to find himself in an alternate version of the Hyrule world he explored in Ocarina of Time—but this world is about to be destroyed by its moon, which is falling. To save his friends in this fight against time, Link will don magical masks that give him special powers, transforming him into a Goran, Zora, or Deku Scrub. Majora's Mask will require the N64 Expansion Pak, allowing for bigger dungeons, more enemies, and better special effects.

Eternal Darkness

Developed by Silicon Knights · Published by Nintendo · Available: Fall 2000 *By Jake the Snake*

EARTH'S ORIGINAL OWNERS—the shapeless, evil Ancients—want it back, and it's up to a handful of people to save humanity. In this dark horror/thriller game, you'll travel through time and control several of the Chosen Few: 13 humans—from a monk during the Inquisition to a special forces commando behind enemy lines—who are aware of the Ancients' secret war. In your fight, you'll wield medieval swords, cast magic spells, and shoot laser-sighted rifles—but the Ancients can alter your perception of reality and possess innocent humans, sending them against you. The eternal battle rages this fall.

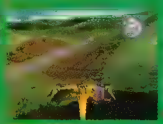
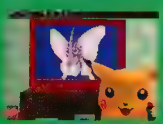


Conker's Bad Fur Day

Developed by Rare · Published by Nintendo · Available: Fall 2000 *By Atomic Dawg*

CONKER'S BAD FUR DAY is an outrageous action/adventure game that revels in its "Mature" rating. At E³, CBFD took tough puzzle-solving, solid 3D platform-style gameplay, and imaginative cartoon graphics and splattered them with off-color one-liners, fart humor, and sexual innuendo—all in the name of good fun. Conker turned cute furry creatures into roadkill and even tackled one puzzle drunk. CBFD promises to go the whole nine yards—and beyond—in an acknowledged quest to give a whole new meaning to the term "Mature-rated." If you're 18 or older, you might find Bad Fur Day a…er, gas.

Honorable Mentions

Published by Nintendo
Available: Fall 2000.
For more info, see the issue's "Sports Pages."

The Infernal

Published by LucasArts

Episode I: The

Published by LucasArts

Published by Nintendo

Published by THQ

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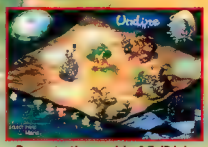

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TEEN T CONTENT RATED BY ESRB
Mild Animated Violence
Suggestive Themes

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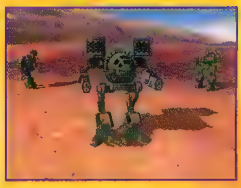
MechWarrior 4

Developed and published by Microsoft · Available: Fourth Quarter 2000 ***By Lamchop***

ONE OF THE most visually stunning demos at E³ was Microsoft's MechWarrior 4. The fourth installment in the MechWarrior series will continue the story line in the BattleTech Universe (now in its 16th year), placing you and your buddies in the cockpits of 40-foot tall, multiton giant robots as you attempt to reclaim your home planet.

You'll be able to take the helm of 21 diverse mechs (seven new), each packed with high-energy lasers and deadly missiles, including a destructive "Long-Tom" artillery. As you battle your way through 30 missions across 15 campaign maps, you'll decide which battles to fight, which MechWarriors to assign, and how best to deploy your mechs to complete missions in the linear single-player mode.

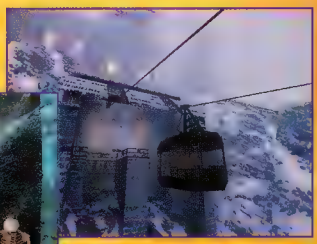
So far, MW4 looks better than any previous MechWarrior, with realistic environments—including fog, rain, and snow—as well as brilliant firefights that light up the night sky as your mech pounds through power lines and uproots trees. Soundwise, MW4 doesn't disappoint either, sporting great effects that will knock you off your feet: There's nothing quite like the thumping of 80 tons of metal on green earth. Slated for release later this year, MW4 looks to put the big-robot genre back in the commander's chair.

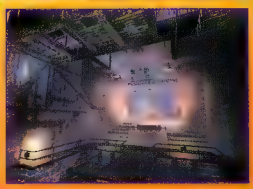


Return to Castle Wolfenstein

Developed by Gray Matter Interactive · Published by Activision
Available: To be determined ***By Dan Elektro***

ACHTUNG! ACTIVISION'S revival of id Software's breakthrough hit wowed the crowds at the expo thanks to the pure power of the Quake III Arena engine and the old-school thrill of blasting the Third Reich. Long gone is Wolfenstein's "find the key" gameplay—programmers swear that the annoying search-and-unlock element has been entirely banned from the design. You'll now be able to kick doors open or lift and throw objects such as chairs and live grenades. Activision hasn't set a release date, so it's safe to say that gamers won't get to battle Himmler's emerging army of undead supersoldiers until sometime next year.





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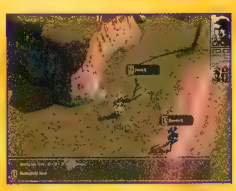
Star Wars Episode I: Obi Wan

Developed and published by LucasArts • Available: Fall 2000
By Lamchop

STAR WARS EPISODE I: OBI WAN will give gamers the chance to play as one of the most powerful characters in the *Star Wars* universe. Obi Wan will wield his lightsaber and ally himself with the Force as he progresses from Padawan learner to Jedi Knight in this third-person action/adventure game. Along the way, he'll face several enemies from the *Episode I* movie—including powerful destroyer droids. You'll jump, flip, and use the Force through more than 12 levels in single-player mode; plus, you'll play as a variety of characters, including a Sith Lord, in multiplayer mode.

Neverwinter Nights

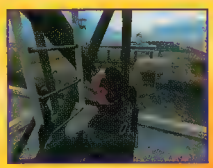
Developed by Black Isle Studios • Published by Interplay • Available: First Quarter 2001
By Lamchop



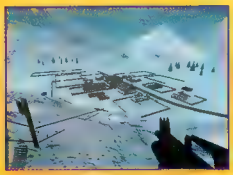
PUT AWAY THE board and dice! Neverwinter Nights is going to use the new 3rd Edition Dungeon & Dragons rules set to bring one of the most intriguing role-playing games to your PC. While the BioWare Aurora 3D engine will give gamers the freedom to zoom in or out and to manipulate the camera view, the Editor Tool Set and Dungeon Master mode will be the really big guns in this game. These unique features will enable gamers to create their own stories and participate in the game in a way that affects other players' experiences, just like players could in the old Dungeon & Dragons board game.

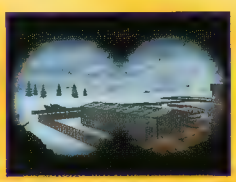
I'm Going In

Developed by Innerloop • Published by Eidos • Available: Third Quarter 2000
By Jake the Snake



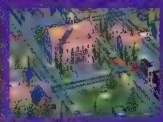
THIS BIZARRE TITLE masks what looks to be a first-rate first-person shooter. You'll play as a lone special forces–type secret agent who must infiltrate a Russian military base to stop a maniacal colonel bent on nuclear terror. Your array of pistols, submachine guns, and sniper rifles will be deadly, but realistic: For example, automatic weapons will buck and bounce, making them difficult to aim. The enemy will be realistic, too: If you shoot and miss, they'll hit the deck before firing back. I'm Going In goes in this fall.





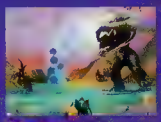
HONORABLE MENTIONS

Halo
Published by Bungie
Available: First Quarter 2001



SimsVille
Published by Electronic Arts
Available: 2001

Crimson Skies
Published by Microsoft
Available: Third Quarter 2000



Giants: Citizen Kabuto
Published by Interplay
Available: October

The Sims: Livin' Large
Published by Electronic Arts
Available: Fall 2000

Quake III Mission Pack
Published by Activision
Available: Summer 2000

Age of Empires II The Conquerors Expansion
Published by Microsoft
Available: September

NASCAR Racing 4
Published by Sierra
Available: October

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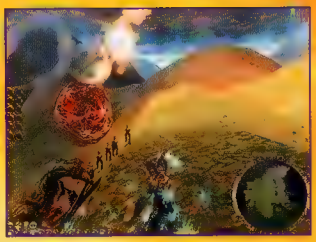
Sacrifice

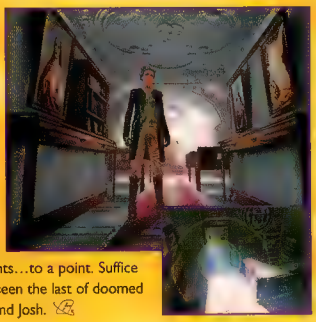
Developed by Shiny Entertainment • Published by Interplay
Available: Winter 2000 *By Uncle Dust*



"Hard to define and equally hard to forget" would be the best way to describe Sacrifice, Interplay's new RTS/RPG/action title. In addition to the single-player game, Sacrifice will offer a multiplayer online mode in which you're a wizard who commands hordes of creatures and gains power by sacrificing them at the altar (be it your own or your enemy's). The stunning environments will have almost limitless visibility, and you'll be able to change them at will with a variety of spells. An intriguing mix of genres combined with unique character design made Sacrifice one of the most interesting PC titles at E³.

Blair Witch Volume 1: Rustin Parr

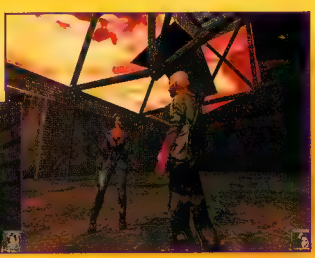
Developed by Terminal Reality • Published by Gathering of Developers • Available: October *By Dan Elektro*



In the first extremely creepy episode of the Blair Witch game trilogy, 1940s-era Spookhouse agent Doc Holliday arrives one day after Rustin Parr's execution to investigate claims that ghosts made him kill the children. In addition to sharing both an engine and a back-story with last year's PC hit Nocturne, this action/adventure game will help extend the *Blair Witch* mythology and explain the film's events…to a point. Suffice it to say that you haven't seen the last of doomed campers, Mike, Heather, and Josh.

Freedom: First Resistance

Developed and published by Red Storm Entertainment
Available: Fourth Quarter 2000 *By Jake the Snake*

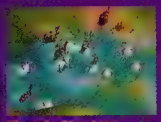


Earth has been enslaved by an alien race, the Catteni, and it's up to you to free your human brothers and sisters. In this third-person action/adventure based on writer Anne McCaffrey's *Freedom* trilogy, you'll play as feisty Angel Sanchez, member of the Underground, and two other characters. In First Resistance, you'll be able to change characters as you fight, sneak, puzzle-solve, and talk your way through multiple missions. Freedom should ring in by this holiday season.

HONORABLE MENTIONS

Wizards & Warriors
Published by Activision
Available: Fall 2000

Star Trek: Bridge Commander
Published by Activision
Available: 2001



Battle Realms
Published by Crave
Available: Third Quarter 2001

Myst III
Published by Mattel Interactive
Available: 2001

Bang! Gunship Elite
Published by Red Storm
Available: Second Quarter 2000

Hitman: Codename 47
Published by Eidos
Available: Third Quarter 2000

Max Payne
Published by Gathering of Developers
Available: To be determined

Warcraft III
Published by Blizzard
Available: Second Quarter 2001

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CONTENT RATED BY ESRB
Animated Violence

COVERT OPS: NUCLEAR DAWN

BY UNCLE DUST

- Published by Activision
- $39.99
- Available now
- Action/adventure
- 1 player
- ESRB: Mature

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	3.5	3.5

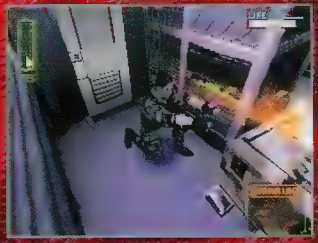
COVERT OPS: NUCLEAR DAWN combines two familiar formulas that don't quite mesh to bring you a rather unorthodox take on the action/adventure genre.

Under Siege, Too

In Covert Ops, you play as a covert soldier on a runaway train speeding through Europe. Your mission: Rescue a French Ambassador and his family and stop terrorists from unleashing the nuclear weapons aboard the train and starting World War III.

The game takes this standard story line and mixes it with the control scheme of the Resident Evil franchise. It's not a fully successful union, however, because gameplay speed doesn't keep up with the real-time pressure of the situation.

PROTIP: Check these closets in the VIP room in car 4 for a second pistol that you'll soon need.



PROTIP: When you run into this nasty robot, don't try to avoid taking damage–line up your dual pistols and take it out. Have a first-aid kit handy, too.

PROTIP: Ammo is in short supply in this game, so be sure to squat (by pressing R1) to avoid damage in a firefight and shoot only when you're locked onto your target.

Terrorists Die Hard on a Train

While the story brings to mind fast-paced, Syphon Filter–style action, Covert Ops' awkward graphics and controls are more suited for a slow, methodical survival-horror plot. Blood stains cover the walls as you slowly pace through 16 cars filled with enemy soldiers and complex puzzles. Meanwhile, fixed camera angles often obscure your view of opponents in firefights as you run back and forth between storage boxes for supplies, always on the verge of running out of ammo. Sound familiar?

The soundtrack is solid, from the well-acted voice-overs to the explosive audio effects and adrenaline-pumping musical score, all of which have a more hectic pace than the gameplay. But while Covert Ops' mix of a decent story, challenging puzzles and diverse types of gameplay (like firing a turret or driving a train) keeps it interesting, the controls and fixed-angle camera just don't work for this action game. Twitch-oriented action gamers should pass on this rather sluggish thriller. **6**

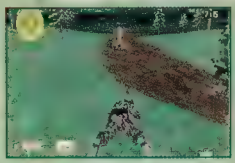
SPEC OPS: STEALTH PATROL

BY JAKE THE SNAKE

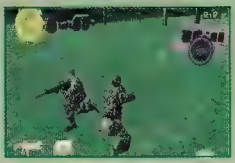
- Published by Take 2 Interactive
- $9.99
- Available now
- Action
- 2 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.5	3.5	3.5

SPEC OPS OFFERS some semi-realistic shooting action for commando wannabes. You'll lead a squad of elite U.S. Army Rangers—two at a time—on missions in locales such as Siberia and Vietnam. The objectives can be very difficult, even on easy mode—so don't expect to just charge in with your guns blazing. Besides their many firearms, your Rangers carry exotic equipment like phosphorous grenades, claymore mines, and night-vision goggles. The characters and flying tracers look good, but the environments feature more pop-up than detail, and explosions are unimpressive. The controls allow for precise action, yet the auto-aim needs tweaking. Luckily, the awesome sound effects help maintain the illusion of combat. Anyone who enjoys realistic third-person shooters should snag this game, especially with its crazy $9.99 price tag. **6**



PROTIP: If you see an enemy the auto-aim hasn't targeted yet, crawl toward it until the target box appears–then bang.



PROTIP: Keep a medical kit ready in your inventory–when hit by bullets, you can heal yourself by simply pressing ○.

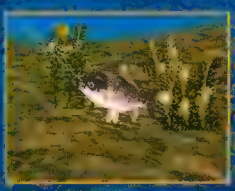
REEL FISHING II

BY JAKE THE SNAKE

- Published by Natsume
- $29.99
- Available now
- Fishing
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	3.5	3.5	4.0

THIS BROAD FISHING simulation enables you to snag a variety of freshwater and saltwater fish—from the black porgy to the blue marlin—in more than 20 locations, including the deep-sea, a frozen lake, and a raging river. Like real fishing, the game is relaxing—until a fish hits your line. Also like real fishing, it may be a little slow for those with short attention spans. The photo-realistic scenery looks, well, photorealistic, and each of the game's 70 species is recognizable. You'll need the right bait and tactics to catch them, but, happily, there are no tournaments to win—just more fishing spots to unlock and new fish to catch. If you're a fisherman at heart and want a tranquil yet realistic game, you'll enjoy Reel Fishing II. **6**



PROTIP: When a deep-hooked trout in the water rubbles, don't set the hook (press ×) until your line causes ripples in the water.

PROTIP: When fishing for trout in this spot, cast your line into the white water. Press × just before your fly hits the water to re-cast for your best fishing angle.

It's addictive. It's frenetic. It's a total blast! It's Mr. Driller, the pick-up-and-play puzzle game that's a hole lot of fun. Strap on your hard hat, fire up your drill and tunnel into action. Mr. Driller takes seconds to learn, yet provides years of challenge and enjoyment. Be prepared: once you start drillin' there is no chillin !

Mr. Driller™

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ARMY MEN AIR COMBAT

BY VICIOUS SID

- Published by 3DO
- $39.99
- Available July
- Action
- 4 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	3.5	4.5	4.0

Another day, another Army Men title. But Army Men: Air Combat differs from its ground-based predecessors in that it offers airborne action and addictive mini-games. Despite some multiplayer slowdown and repetitive missions, Air Combat delivers a first-class ride.

PROTIP: If you need health, blast that scurrying blue soldier—he'll always drop a repair kit.

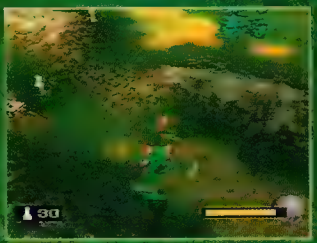
PROTIP: Use the winch to drop rocks and other objects on enemy forces. In Bug Hunt, fill rocks to smash colonies of bugs.

Where Combat? There Combat!

As usual, the dastardly Tan army is up to no good. As you set to vanquish them, you'll face toy-sized tanks, jeeps, grunts, and voracious ants. Fortunately, your helicopter is an airborne powerhouse, packing machine guns, cherry bombs, and homing rockets. Plus, responsive controls allow your nimble chopper to strafe, winch, and hover without a hitch.

If only the missions were more inventive. In the single-player Campaign mode, you'll mindlessly sabotage enemy equipment and make endless courier runs—boring! Luckily, Food Fight, Bug Hunt, and Rescue multiplayer modes are also available, providing a welcome diversion from the tedium of Campaign missions.

Graphically, Air Combat features lush terrain and eye-catching environmental details like vast mud puddles and boulder-sized pebbles. Sadly, low resolution and choppy multiplayer frame rates mar the experience—an Expansion Pak is strongly recommended. Soundwise, the tunes background music fade into the chrome, but the muffled voices and effects are almost unintelligible.



PROTIP: Use your chopper's maneuverability to avoid enemy fire; circle-strafe around slower, tougher targets.

PROTIP: Don't bother hunting down every Tan unit; focus on tanks, guard towers, and Tan buildings.

Clear the Air

Although mundane Campaign missions and skewed enemy AI put this puppy in the hilarious multiplayer games make Air Combat a worthy weekend rental. It's rarely a breath of fresh air, but fans of EA's Strike series should definitely fly these unfriendly skies.

BOMBERMAN 64: The Second Attack!

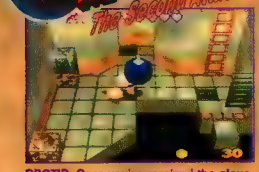
BY VICIOUS SID

- Published by Vatical Entertainment
- $49.99
- Available now
- Adventure
- 4 players
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.5	4.0	4.0

Forget the dud that was the first Bomberman 64; Second Attack should please B-man fans and pyromaniacs alike. Thanks to an ambitious Story mode and an addictive Battle mode, Bomberman 64: The Second Attack is a direct hit.

In Story mode, you'll team up with Pommy, an adorable alien mimic, to defeat a legion of powerful Astral Knights. From there, it's business as usual as you bomb enemies, achieve mission goals, and collect power-ups. While Second Attack's gritty textures and chunky models are graphically primitive, the fiery bomb explosions are as satisfying as ever. As for sound, the tunes and effects are forgettable, yet Pommy's endearing squeaks are a plus. Throwing and kicking bombs is tricky, but otherwise the controls are tight and responsive. It's certainly not an earth-shaking entry in the classic series, but Second Attack succeeds where recent Bomberman titles failed.



PROTIP: Once you've received the glove power-up, press and hold B to expand your bomb. You can speed the process by running in a tight circle.

PROTIP: Always bomb suspicious objects—such as grates, machines, and crates—to unearth valuable power-ups.

DUCK DODGERS STARRING DAFFY DUCK

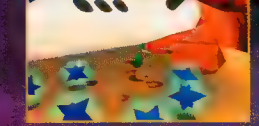
BY VICIOUS SID

- Published by Infogrames
- $49.99
- Available now
- Adventure
- 1 player
- ESRB: Everyone

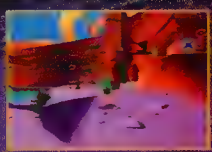
GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.5	4.0	2.5	2.0

Duck Dodgers returns to battle Marvin the Martian on the N64, but, thanks to uninspired gameplay, it's a fowl effort. Armed with the Ultimate Weapon, Marvin aims to destroy the Earth (is it blocking his view again?). You'll thus guide Duck Dodgers—Daffy's futuristic alter ego—through deserts, sewers, pyramids, and museums while searching for hidden energy atoms. And that's where the main problem lies: The gameplay is a trite knockoff of Mario 64's. Even worse, the klutzy camera and mushy controls create platform-jumping woes.

It's not all bad news, though, as Dodgers' vibrant visuals capture the spirit of the Warner Bros. cartoons. Plus, the cartoonish sound effects aren't bad, but Daffy's witless quips are tiresome. Ultimately, Dodgers' cardinal sin is obvious—it's just not fun. Younger players should ditch the duck and stick with Donkey Kong 64.



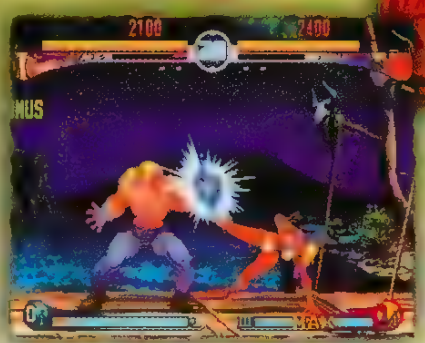
PROTIP: You'll gain a life after collecting 50 quarks. Because they regenerate when you exit an area, you can collect quarks, leave, and return to collect more.



PROTIP: Kicking and stomping buddies offers only a temporary solution. Instead, press and hold R to smack just them.

WANT A BRAWL? MAKE IT A DOUBLE.

STREET FIGHTER III
DOUBLE IMPACT



Street Fighter® fans everywhere get a double-dose of double-trouble with Street Fighter III: Double Impact. This explosive street brawl for the Sega Dreamcast™ contains TWO arcade hits on one disc – Street Fighter III: New Generation and Street Fighter III: Second Impact. Loaded with a new legion of fighters, Street Fighter III: Double Impact is double dynamite!

CAPCOM EDGE

ESRB TEEN T Animated Violence

CAPCOM
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Sega Dreamcast™

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Sega Dreamcast

IT'S THINKING

RP

MAJOR LEAGUE BASEBALL

SOONER OR LATER,
PEDRO COMES FOR US ALL.

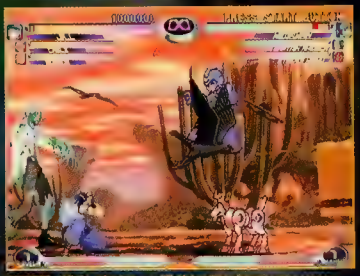
BY MAJOR MIKE

- Published by Capcom
- $44.99
- Available July
- Fighting
- 2 players
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	4.0	5.0	5.0

MARVEL VS. CAPCOM 2 New Age of Heroes

CAPCOM COULD HAVE taken the easy way out with Marvel vs. Capcom 2: New Age of Heroes by keeping the same team scheme as in the first game and by simply expanding or altering the fighter lineup. Fortunately, MVC2 foregoes the "more of the same" formula to deliver the craziest and most intense battle royal on the Dreamcast to date.



PROTIP: While playing as Jill Valentine, keep your opponent at bay by throwing multiple projectiles. For example, motion ↓ ↙ ← LK to send a slow zombie, then immediately motion ↓ ↘ → HK to send a fast raven.

Three-on-Three Mayhem

MVC2 is tag-team fighting on steroids. You can select three fighters and swap them at will during a match—and that's just the beginning. During a brawl, you can call in briefly either teammate an unlimited number of times to throw a projectile, hit an opponent, or restore some lost health. You can also summon partners into the ring for some supreme gang-ups, including a three-on-one Crossover Combination—where all three fighters unleash their Hyper Combos simultaneously—or chain together three Hyper Combos to inflict massive damage. These team super attacks set a new standard for sheer combo madness, often exceeding 100 hits. However, to accommodate this new fighting engine, MVC2 eliminates medium kicks and punches, which unfortunately, hinders the techniques and balanced attacks that fighting-game veterans know from similar titles.

PROTIP: When your opponent summons one of their teammates into the fray, unleash a Hyper Combo. If you connect, both of your opponent's fighters will take damage.

The roster of combatants is the biggest of any Capcom fighting game ever with 56 brawlers. Most are familiar faces from other Marvel/Capcom crossovers, but some awesome newcomers make promising debuts—even Jill Valentine and Tron Bonne take a break from their action/adventure games for a few rounds in this fight club. And with such a huge lineup, the possible team combinations are almost limitless, making for months of furious thumb-busting.

All That Jazz

MVC2's cool visuals feature 2D characters that are identical to their previous fighting-game incarnations, but it's the new eye-popping 3D battlegrounds that steal the show. Meanwhile, the audio is a mismatched set of excellent sound effects and odd, smoky jazz music with vocals that don't really set a fighting mood. Tight controls keep the fights fast and fun, although the game is more enjoyable with an arcade stick than with the Dreamcast controller.

PROTIP: To start an Air Combo, hold ↓, tap HP to launch your opponent into the air, then immediately tap ↑ to jump into the air with your opponent. You can then execute a combo on your opponent while airborne.

The Final Count

Purist Street Fighter fans may be disappointed by MVC2's lack of depth and finesse in comparison to other titles in the crossover fighting-game series. Nevertheless, MVC2 packs a huge punch with its extensive brawler lineup and awesome three-on-three fights.

GRAPHICS 4.5

MVC2's characters are identical to those in previous Marvel/Capcom crossover fighting games, and the 3D rendered backgrounds are a welcome replacement for flat 2D backdrops. The only graphic flaw is occasional slowdown when the onscreen action becomes too intense.

SOUND 4.0

All the character voices are audible and loaded with trademark quips, like Jill Valentine's, "I'm a member of S.T.A.R.S." The various smacks, punches, and other body blows also add flavor, though the music seems more fitting for a jazz club than a fighting arena.

CONTROL 5.0

All the special and super moves are a breeze to execute, and the combos quickly become intuitive with a little practice. The game is more enjoyable with an arcade fighting stick, however, than with the Dreamcast controller.

FUN FACTOR 5.0

Marvel vs Capcom 2 is the biggest Marvel/Capcom title yet, with a gigantic lineup of fighters, awesome new techniques, and arresting three-on-three fisticuffs. It's debatable whether MVC2 is the best of the Street Fighter-meets-superheroes fighting games, but it's definitely one of the most fun.

Three's a Team Hyper Combo!

Here's an example of a Team Hyper Combo with Ken, War Machine, and Psylocke. For you to perform combos like the one illustrated here, your team's Hyper Combo Gauge must be at Level Three or higher.

PROTIP: As Ken, motion ↓ ↘ → and simultaneously press LK, HK...

PROTIP: ...then, before the super move ends, motion ↓ ↘ → and simultaneously press LK, HK for War Machine and his War Destroyer...

PROTIP: Finally, before War Machine's Hyper scores its last hit, motion ↓ ↙ ← and simultaneously press LK, HK to bring in Psylocke.

Wacky Races

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- Watch out for hidden shortcuts, jumps, tunnels, dirty tricks, power-ups, and wacky traps planted by Dick Dastardly & Muttley.
- 4-player mode adds to the mayhem.

CARTOON NETWORK

Dreamcast Screenshots

Do Dastardly Deeds

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GAME BOY COLOR

Sega Dreamcast

EVERYONE E CONTENT RATED BY ESRB

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5 Space Channel 5

BY MISS SPELL

- Published by Sega
- $39.99
- Available now
- Dance/rhythm
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.5	3.0	3.0	4.0

WELCOME TO ULALA'S *Swinging Report Show*, coming to you live from Space Channel 5. Today, pink-tressed TV reporter, Ulala, proves her dancing prowess as she rescues hostages while defeating aliens and rival reporters—all to the beat of a freaky funk soundtrack. She's got rhythm, but she can't beat the disco darlings of Bust-A-Groove.

PROTIP: Keep an eye on the icon in the bottom-left corner—when it switches, start your rhythm.

PROTIP: All your directional cues come from the soundtrack. Listen very closely, or you'll be lost.

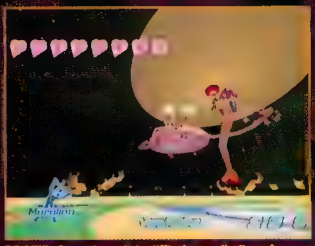
LISTEN TO THE MUSIC

Space Channel 5 has the same basic controls as those in Bust-A-Groove or PaRappa the Rapper: an increasingly complex series of directional and button presses that must be performed in a specific rhythm—a psychedelic Simon Says. But while SC5's predecessors offered visual, iconic cues for players to follow, this time you have to be all ears—which is actually the game's major downfall. The aliens give instructions in cute little alien voices, but they're often difficult to understand and any distracting outside sounds can ruin your fun. Playing this game on a small TV can also be a handicap since it's sometimes tricky to differentiate between hostile targets and hostage targets in the later levels; on small screens, they blur together.

SPACE GIRLS AREN'T EASY

The gameplay requires not only precise rhythm and control, but also an excellent memory because the chained moves become longer and harder in the higher levels. Watching Ulala shimmy her way through the game, however, is a trip; her groovy moves and personality will keep gamers entertained between dances/shootouts.

As the first Dreamcast dancing game, Space Channel 5 is cute and fun, but frustrating. Unless Bust-A-Groove makes the jump to the Dreamcast, though, Ulala's the default dance-hall queen.



PROTIP: Sometimes it is difficult to tell aliens from hostages. Hostages will always have the stars around their heads.

Tom Clancy's Rainbow Six

BY JAKE THE SNAKE

- Published by Majesco
- $44.99
- Available now
- Action/strategy
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
4.0	4.5	4.0	4.0

USING THE DREAMCAST'S 128-bit horsepower, Majesco has created a port of Rainbow Six so close to the breakthrough PC game that the only real differences between the two are the lack of online play and the fact that you use a Dreamcast controller instead of a mouse and keyboard.

PROTIP: When shooting from long range, fire short bursts to keep your shots accurate and tightly grouped.

Rambo Doesn't Live Here

In this super-realistic first-person shooter based on the Tom Clancy novel of the same-name, you command an elite counter-terrorist team on missions ranging from rescuing hostages and preventing bomb explosions to simply taking out bad guys. And, just as in real life, there's no armor or health points to save you—one well-placed bullet and you're dead; one dead hostage and the mission is a failure. So expect to do lots of planning and sneaking to get a jump on the enemy. (Luckily, there's no rule against shooting terrorists in the back.)

PROTIP: Don't set your gun on full auto when storming a room where there are hostages or innocent people.

PROTIP: "Slice the pie" when moving around corners and doorways. Sidestep in one direction while turning in another to get a look at whatever is around the corner—fast as a terrorist.

Step Into My Crosshairs

Pipedream Interactive, Rainbow Six's developer, did a good job of transferring the PC version's precise commands to the Dreamcast controller, but you'll want to keep a list of them handy as you play. Moving and aiming using a combination of analog stick and buttons comes naturally after a few tries, but precision aiming is tricky. The sound effects rock, and the graphics are as good as the PC version's, but your TV's low resolution may make it difficult to discern terrorists from clutter at a distance. If you long for the challenge of a realistic shooter where one shot does the trick, don't miss Tom Clancy's Rainbow Six.

PROTIP: If a bad guy is cornered in a room, just toss in a few grenades and you're done.

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BY UNCLE DUST

- Developed and published by EA Sports
- Target release date: Fall 2000

FIRST LOOK

PlayStation PlayStation 2 Nintendo 64

Madden NFL 2001

Getting Ready for Kickoff

When Madden returns for the 2001 season to defend its position as the top multi-platform football game, it will have some new pages in its playbook. First and foremost, Madden 2001 will be available for the PlayStation 2; in addition, all versions will feature a new, easier-to-navigate user interface as well as improved graphics with even more realistic details, including player-specific touchdown celebrations. Of course, Madden and Pat Summerall will be back in the broadcast booth with all the play-by-play.

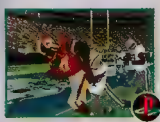
This fall, Madden NFL 2001 for the PlayStation 2 will be coming at you harder than Eddie George running up the middle.

A Good Player Needs a Great Coach

Another big addition to Madden NFL 2001 will be its exclusive NFL Coaches Club license. Now you'll see each team's coach pacing the sidelines, giving "constructive criticism" to the referees, and yelling at players to get their butts in gear. EA Sports is going all-out in the PS2 version, using "CyberScan" technology to put each coach's face into the game—your players will never have an excuse for not giving 110 percent.

It's All About the Details

Along with all its new bells and whistles, this year's Madden will continue to refine the realistic gameplay elements that have made the series a fan favorite. It will showcase accurate physics that take into account players' height and weight when they're tackling and blocking, while new defensive controls will enable players to read an offensive alignment and make adjustments at the line of scrimmage. It looks like Madden NFL 2001 will be in its best shape ever for the new season—and it'll have to be to keep pace in this fall's intense football competition.



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EVERYONE

E

CONTENT RATED BY ESRB

Mild Animated Violence

Mild Language

NFL GameDay 2001

BY UNCLE DUST

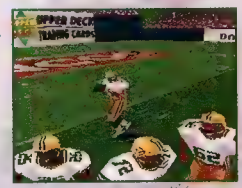
- Developed by Red Zone Interactive
- Published by 989 Sports
- Target release date: August

HANDS-ON

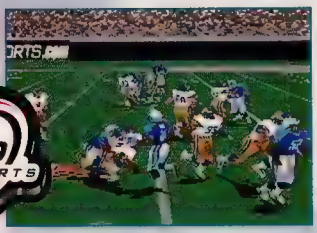
PLAYSTATION

Visual Overhaul

Now that summer is in full swing, football season is right around the corner and 989 Sports is getting ready with its latest offering: NFL GameDay 2001. This year's game will receive a serious graphical upgrade with more realistic player models and over 200 new motion-captured animations. For those who like to style and profile, NFL GameDay 2001 will offer enough celebration dances to satisfy even the most flamboyant showoff—from Denver's "Mile High Salute" to Green Bay's "Lambeau Leap."



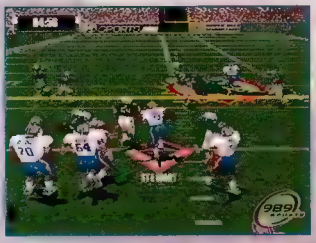
Get pumped for some serious gridiron action when 989 Sports' NFL GameDay 2001 hits the PlayStation in August.

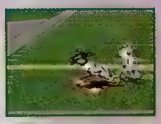


Pigskin Pandemonium

989 is adding a slew of improvements to the game's nuts and bolts. GameDay 2001 will feature authentic NFL playbooks designed by 55 of the league's top players. Improved Total Control Passing will let you put the ball right where it needs to be, avoiding defensive backs and finding your receiver's hands; and if you don't fancy yourself a quarterback, you can play the offensive skill positions: running back, wide receiver, or tight end. Also, the General Manager, Training Camp, and Play Editor modes will all be enhanced for deeper gameplay.

The preview version sported noticeably improved graphics—especially where the running game was concerned—and solid gameplay upgrades. 989 also plans to add even more new animations to the game. If everything continues to shape up this way, NFL GameDay 2001 should make a strong showing this season.





Knockout Kings 2001

BY AIR HENDRIX

- Developed by EA Sports (PlayStation); Black Ops (PlayStation 2)
- Published by EA Sports
- Target release date: Winter 2000

FIRST LOOK

PlayStation PlayStation 2

When the first Kings debuted two years ago, it clobbered its way to the top. Now EA Sports is bringing the sweet science to the PS2, and KK2001 will have plenty of thrills, leading off with a new control scheme that lets gamers control every punch in a combo and create their own combos.

New punches, overhauled special moves and footwork, as well as a deeper Career mode will round things out. As always, KO Kings will deliver a huge lineup of famous boxers ranging from Julio Cesar Chavez to Lennox Lewis. Boxers will also have a wider range of styles and the PS2 graphics already look realistic with each boxer's facial features clearly visible.

Note: All screens shown here are from the PlayStation 2 version.

NHL 2001

BY AIR HENDRIX

- Developed and published by EA Sports
- Target release date: Fall 2000

FIRST LOOK

PlayStation PlayStation 2

This year NHL 2001 looks to extend the series' reign with a new PS2 version. Veterans will be glad to learn that EA is tinkering with the A.I. to deliver a better opponent who responds dynamically to your strategies—hopefully, that means this edition's CPU won't be as easy to school as NHL 2000's was.

Another cool new touch will be Fantasy mode, which will let you run your own dispersal draft. Because the PS2 version is in its rookie year, that feature and the Career mode will appear only in the PlayStation version. Naturally, all the pro players and teams (including the expansion teams from Minnesota and Columbus) will hit the ice, while Bill Clement and Jim Hughson return to the broadcast booth.

Note: All screens shown here are from the PlayStation 2 version.

NBA Live 2001

BY UNCLE DUST

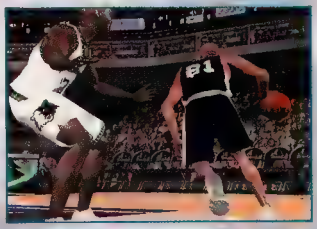
- Developed by EA Canada
- Published by Electronic Arts
- Target release date: Fall 2000

FIRST LOOK

PLAYSTATION PLAYSTATION 2

NBA LIVE HAS always been a top contender in the basketball genre, but last year it took a back seat to the buzz of Sega's flashy new NBA 2K for the Dreamcast. Now it's EA's turn to show off with NBA Live 2001 for the PlayStation 2. High poly-count models for the players and incredibly detailed environments will make this year's Live more lifelike than ever. In fact, you'll be able to see individuals in the crowd holding signs and reacting to the events on the court.

Not all of the improvements will be visual. The post play will be deeper and more realistic this year with new moves, animations (including drop steps, baby hooks, and fadeaways), and a better sense of contact when you battle for position on the block. There will also be a reward system that enables you to unlock championship teams from the past (including the '72 Lakers and the '86 Celtics), as well as new options in the expansive Create-a-Player mode. So get ready to be thrilled by the flashy graphics and deep gameplay of NBA Live 2001 when it hits the court this fall.



Note: All screens shown here are from the PlayStation 2 version.

NFL Blitz 2001

BY LAMCHOP

- Developed and published by Midway Home Entertainment
- Target release date: September

FIRST LOOK

PLAYSTATION NINTENDO 64 DREAMCAST

NOT LONG AGO, football games were heavy-duty sims that took forever to learn and were full of bifocal-wearing referees telling you what you could and couldn't do. Then the NFL Blitz series did away with all that to bring a full-contact, bone-crunching, "no refs, no rules, no mercy" football game into your living room. The latest incarnation in that series, NFL Blitz 2001, will continue the tradition while adding a laundry list of improvements and tweaks.

You can look forward to selecting from all 31 NFL teams with 2000 rosters as well as creating your own players and teams. You'll also select your plays from all-new playbooks, while new player models, animations, celebrations, and moves will add more realism to the game. Finally, NFL Blitz 2001 will come with new mini-games—e.g., First-and-Goal Frenzy, Receiver Training, Quarterback Training, Kicker Training, and Goal-Line Stand—to help you perfect your pigskin skills. Midway Home Entertainment will throw the long bomb this September.

Note: All screens shown here are from the Dreamcast version.

BY AIR HENDRIX

- Developed and published by EA Sports
- Target release date: Fall 2000

FIRST LOOK

PlayStation PlayStation 2

FIFA 2001: Major League Soccer

THE NAME "FIFA" has become synonymous with excellent soccer games, and EA Sports is carrying that tradition to the PlayStation 2 with FIFA 2001. Easily the most impressive feature will be the game's dazzling player models, which will sport the kind of rich detail and fluid animation usually found only in PC games. While a Japanese version was already released this spring, EA Sports is continuing to tune the PS2 version for U.S. fans, adding MLS players and teams and spinning off a PlayStation version. Naturally, the usual lineup of club and national teams will also return to the fray to let you settle league rivalries or pursue the World Cup.

Note: All screens shown here are from the Japanese PlayStation 2 version.

BY AIR HENDRIX

- Developed by Camelot
- Published by Nintendo
- Target release date: September

UPDATE

Nintendo 64

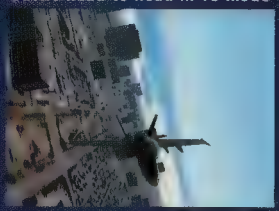
Mario Tennis

SINCE OUR LAST preview of Mario Tennis, Nintendo has announced an official U.S. launch date for the game (September), which is good news for sports fans because Mario Tennis was one of the sharper titles at Nintendo's E³ booth. Playing as the familiar Mario cast—Yoshi, Donkey Kong, Wario, and many others—up to four gamers will be able to smash serves and apply spins in singles or doubles action. If you dug Mario Golf at all, Mario Tennis will be an overhead smash for you as Camelot, the developer of both games, is fashioning the same brand of light-hearted, extremely fun action.

AEROWINGS 2 AIRSTRIKE

over 25 g-force eating planes

battle head to head in VS mode



combat intensive, armed to the teeth gameplay

Sega Dreamcast CRAVE

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Virtua Tennis

BY AIR HENDRIX

- Developed and published by Sega
- Target release date: July

HANDS-ON

DREAMCAST

Overhand Smash

Hot Shots Golf for the PlayStation made golf exciting and enjoyable for the masses—now the smokin' hot Virtua Tennis for the Dreamcast is on the verge of following in Hot Shots' footsteps. The preview version of this arcade port already delivered thrilling, immensely addictive action. Even if the mere mention of tennis makes you yawn, if you pick up the controller for one round, you won't put it down for hours.

Why is it so fun? Sega is doing a beautiful job of balancing smooth controls with killer gameplay and terrific multiplayer action. In the preview version, the controls were easy to master but offered plenty of depth for pros to delve into—and the same was true for the gameplay. Better yet, the awesome four-player doubles matches might just turn Virtua Tennis into the Dreamcast's top party game.

The preview version wasn't without flaws, though—the game's A.I. opponents were disappointingly easy to beat, and the camera occasionally obscured shots that were still in play. Fortunately, Sega has plenty of time to tune all that up before Virtua Tennis is released.

If you dismiss Virtua Tennis as just another boring tennis match, you'll miss out on what looks like the best Dreamcast sports game yet.

Game, Set, Match!

Virtua Tennis will serve up singles and doubles action in Arcade, Exhibition, or World Circuit modes on clay, grass, or hard courts. The roster will include ranked players such as Mark Philippoussis, Jim Courier, and Carlos Moya, but there will be no female players and a noticeable lack of top male stars like Sampras or Agassi.

The intuitive controls will enable you to hit lobs or regular shots with the buttons, then use the analog stick to aim and apply spin. To serve, you'll power up a meter much as you would to drive in a golf game. Visually, the early version already caught the eye with sleekly animated players and realistic courts. As long as Sega doesn't double-fault in the final stages of development, Virtua Tennis is destined for stardom.

NCAA Football 2001

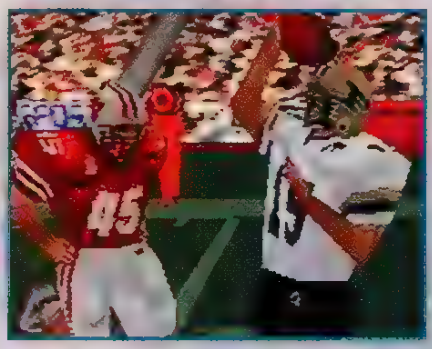
BY UNCLE DUST

- Developed by Tiburon
- Published by EA Sports
- Target release date: August

HANDS-ON

PLAYSTATION

EA SPORTS' NCAA FOOTBALL 2001 will improve the franchises' running game and defensive A.I., and add Advanced Player Control to enable you to play as any member of the offense. The environment will also be enhanced with more mascots and dynamic crowd cheers. Plus, this year's version will be more customizable thanks to the new Situation and Custom League modes and improvements to the Create-a-School mode. You'll also be able to name any player on any team, while Dynasty mode will be deeper, offering BCS poll tracking. In the preview version, NCAA's gameplay felt topnotch—EA Sports may well have another national champion on its hands this fall.



NCAA GameBreaker 2001

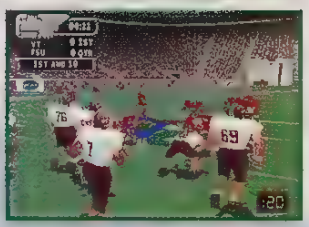
BY UNCLE DUST

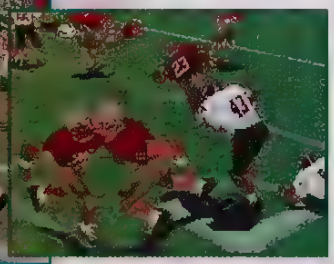
- Developed by Red Zone
- Published by 989 Sports
- Target release date: August

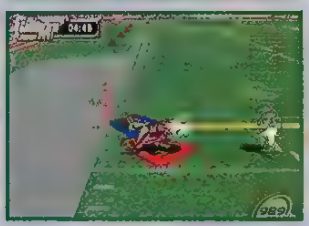
HANDS-ON

PLAYSTATION

NCAA GAMEBREAKER 2001 won't hit the PlayStation 2 until later this fall, but the PlayStation version will be ready for the kickoff of the college gridiron season in August. GameBreaker's improved visuals will feature over 250 all-new animations, including special moves, tackles, and jukes. Like the rest of 989 Sports' lineup, GameBreaker will contain ultra-realistic gameplay attributes like Total Control Passing and Max Pro, which lets you tell your running backs whether to stay and block or go out for a pass. In the preview version, the gameplay was rough in spots; Red Zone, GameBreaker's developer, needs to take care of that to be ready for a very competitive football season.







SMUGGLER'S RUN

RELEASE DATE: PlayStation 2 Launch

WWW.ROCKSTARGAMES.COM

PlayStation 2

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BY E. COLI

- Published by Sony
- $39.99
- Available June
- RPG
- 1 player
- ESRB: Teen

GRAPHICS	SOUND	CONTROL	FUN FACTOR
5.0	5.0	5.0	5.0

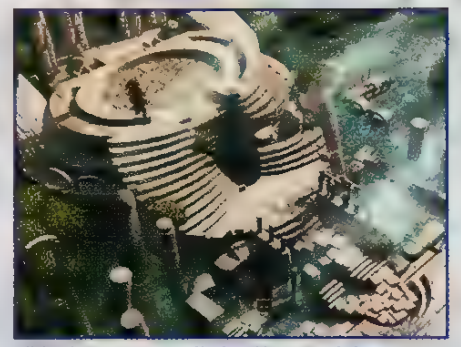
PLATFORM
PlayStation

The Legend of Dragoon

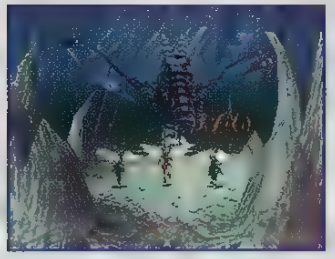
BEING TOUTED AS a Final Fantasy killer is a lot to live up to—but after three years in the making, The Legend of Dragoon arrives in the RPG arena with an epic tale that spans four CDs and takes role-players on an unforgettable journey.

Can We All Just Get Along?

In the divided world of Endiness, Humans, Winglies, Dragons, and Gigantos have fought for thousands of years with each species having their turn at supremacy. But to fulfill an end-of-days prophecy, Emperor Diaz wants to unleash total destruction and bring forth a new dominant species, the Virage—so it's up to the hero, Dart, and his six friends to stop him.

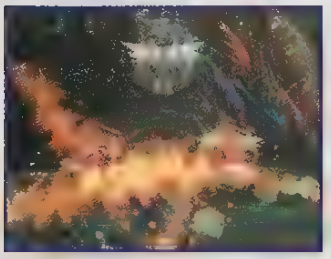


PROTIP: Don't attack Shirley. Use guard during your characters' turns and answer her questions right—you'll be rewarded with the Dragoon gem.



PROTIP: Keep one of your characters in their natural form to replenish status and magic points for the party.

Players control Dart for the majority of the game, but other characters—Rose, Meru, Albert, Kongol, Haschel, and Miranda—periodically take center stage. Characters acquire gems that give them the power to transform into Dragoons, which in turn enables them to cast spells and deliver destructive blows with their weapons. Even in their natural form, characters can become quite strong once they've learned Additions. Additions are combo attacks that, when performed correctly (by pressing a button at the right time), can level up and become more powerful, earning individuals more spirit points each time they perform an Addition successfully.



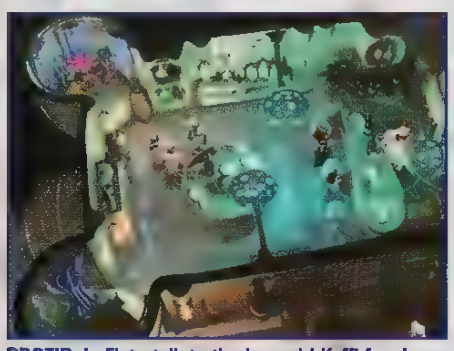
PROTIP: Albert's Rose Storm spell is a must when you fight any boss. It will reduce the damage inflicted on your party by fifty percent for three turns.

The Right Stuff

Sony has paid attention to every detail in this game, and it shows. An abundance of beautifully rendered locales, along with great character design, makes this journey a satisfying one. The voice-overs are well acted and come in only during crucial cut-scenes, while a great score takes over the rest of the time. Responsive controls enable you to perform the timed combo attacks without frustration, and other actions—such as using items or replacing characters in your party—are easy to pull off.

Killer, Indeed!

The Legend of Dragoon definitely lives up to the hype. It's a gorgeous, intense, and challenging game that breaks new ground with its inventive battle system. These 80-plus hours of adventure shouldn't be missed.



PROTIP: In Fletz, talk to the barmaid Kaffi for clues. You'll also meet Martel here; give him your stardusts every time you meet in return for valuable items.

PROTIP: Save your game after each challenge in the Magical City of Agilis. If you answer wrong, you don't get another turn and have to start over.

PROTIP: Ignore the first numbers the four ghosts give you in the Phantom Ship. You must go back down and fight the wandering ghost in three rooms before they give you the right numbers.

GRAPHICS 5.0

Stunning prerendered backgrounds make Dragoon one of the best-looking RPGs. Each location delivers delights to the eyes and adds to the excitement of exploration. The cut-scenes rival anything Square has come up with and truly bring the Legend to life.

SOUND 5.0

Well-acted voice-overs during cut-scenes are enough to move the story forward without any reading. The sweeping score does a great job of pumping up the action during hectic fighting and stays in the background the rest of the time.

CONTROL 5.0

Responsive controls enable players to perform every task with ease, from simple item use and party-member replacement to the timed combo attacks. Controls should be this smooth in all role-playing games.

FUN FACTOR 5.0

The Legend of Dragoon is welcome in a genre that's more and more predictable. The powerful story of equality and tolerance, a great cast, gorgeous locations and cut-scenes, and an inventive and enjoyable battle system work together to create an instant classic.

BY FOUR-EYED DRAGON

- Published by Square EA
- $39.99
- Available July
- RPG
- 1 player
- ESRB: Everyone

GRAPHICS	SOUND	CONTROL	FUN FACTOR
3.0	3.5	3.0	2.5

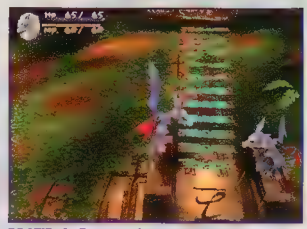
PLATFORM
PlayStation

WHILE SQUARE'S NEWEST addition to its RPG library may appeal to younger adventurers with its easy challenges, Threads of Fate sorely lacks any innovation or fun gameplay.

The Same Fate, Over and Over Again

In Threads, you have the option to play as either Mint, the "spunky" girl, or Rue, the "mysterious" boy, both of whom seek an ancient, powerful relic for personal reasons. Though their stories are different, the paths that Mint and Rue take are basically identical: They fight the same enemies, meet the same people, and solve the same puzzles. The simple tasks you'll face range from timing a jump to traveling to a certain area and looking for a specific item.

Fighting, however, is completely dissimilar for the two personages. Mint uses a variety of magic spells and a ring-like weapon for her attacks, while Rue has a humongous sword and the ability to transform into a variety of creatures. Strangely, neither Mint nor Rue can block during the real-time battles, and button response is slow when you fight and jump.



PROTIP: As Rue, transform into a gargoyle, then stand and face the gargoyle statue to reveal the hidden steps.

PROTIP: To defeat this enemy, avoid its flaming and jumping attacks, then hit it while it's rejuvenating.

PROTIP: As Rue, experiment with transforming into diverse creatures—you inflict greater or lesser damage to enemies depending on the form you take.

A Disappointing Fate

The sights and sounds of Threads of Fate aren't impressive, either. Huge, colorful characters fill the screen, yet the plain backgrounds in each area lack sharpness and detail. Additionally, level design is linear, which means you can travel only in one set direction. Though the soundtrack carries the story and is the best feature of this game, the tunes are less than stellar.

Overall, Threads of Fate is a disappointing RPG. Beginning role-players may want to give it a try for its simple gameplay; others will want to wait for something better.

RPG MAKER

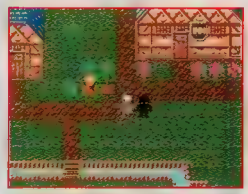
BY VICIOUS SID

- Published by Agetec
- Price not available
- Available July
- RPG
- 1 player
- ESRB: Rating pending

GRAPHICS	SOUND	CONTROL	FUN FACTOR
1.0	1.5	2.0	1.5

PLATFORM
PlayStation

WHAT A PROMISING concept: enabling role-playing junkies to create unique characters and weapons for custom-made quests. Sadly, dismal visuals, trite gameplay, and an infuriating control system make RPG Maker a completely unbearable experience. Avoid this turkey at all costs.



PROTIP: Use Choices so players can select the flow of their game—you'll find them under Event Contents.

PROTIP: During combat, cripple your enemies with Sleep, Poison, and Paralysis. Remember to heal party members when they're wounded.

PROTIP: When customizing a game, create many weak monsters to supply low-level parties with an early source of experience points and gold.

Meet Thy Maker

Maker does boast an overwhelming array of creation options, all outlined exhaustively in the game's hefty manual. You'll oversee every aspect of your epic adventure from monster creation to environment construction. Plus, a built-in graphics editor, Anime Maker, builds simple sprites and logos for your RPG. Oddly, some demos and animations created under Anime Maker aren't compatible with RPG Maker mode. Furthermore, the layered menu system is utterly confusing, the PlayStation controller is a cumbersome navigation tool, and the mouse works only in Anime Maker.

With its clip-art characters and primitive animation, Maker closely resembles first-generation SNES games. Soundwise, the tinny, warbling score and generic effects are strictly amateur fare.

PROTIP: The sample quest, Gobli, may be lame, but it's chock-full of important information on game creation.

Role-Playing Shame

Though RPG Maker's embarrassing visuals are tolerable, its aggravating gameplay isn't. You'll quickly tire of wandering the countryside aimlessly searching for enemies and mission goals, and RPG Maker's combat quickly degenerates into tedious button-mashing reminiscent of that in early Final Fantasy games. What's the point of building a detailed quest that no one will ever want to play?

It's an interesting idea, but RPG Maker fails resoundingly on all fronts. Until someone implements this concept a little better, leave RPG creation to the pros.

BY FOUR-EYED DRAGON

- Developed by SquareSoft
- Published by Square EA
- Target release date: August

HANDS-ON

PlayStation

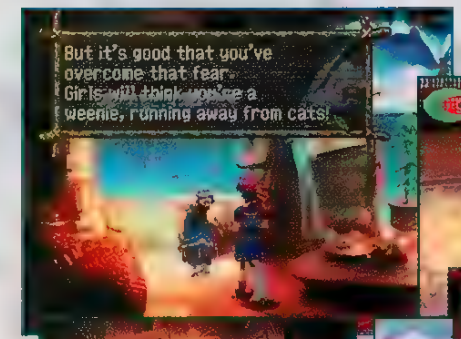
Chrono Cross

Time Is of the Essence

The famed RPG Chrono Trigger took SNES adventurers on a challenging quest with a memorable story line. Now the creator of that epic is readying a sequel, Chrono Cross, that will offer similar gameplay elements along with some new features.

Chrono Cross will be set 20 years after the events of Chrono Trigger, but will be a self-contained story with an original cast. The adventure will follow Serge, a young boy who inadvertently travels through time. You'll have to find the key to his existence while contending with his fickle feelings toward the people he meets on his quest. As in Chrono Trigger, players will be able to choose different paths, which will result in a variety of game scenarios leading to multiple endings.

On their way to the finale, each character in your party will be able to dish out light, medium, and heavy combos in turn-based battles. Besides fighting with a variety of weapons, they'll be able to cast magic spells that correspond to diverse elements: white, black, red, blue, green, and yellow. Each element will have a different effect on your opponent, adding a new dimension to combat strategy.

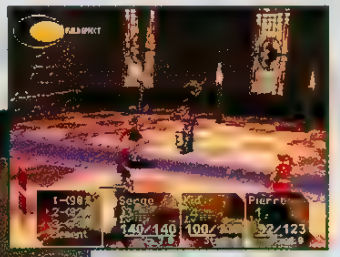


Chrono Trigger fans will feel right at home with Chrono Cross's time travel and unforgettable story.

Crossing Boundaries

So far, Chrono Cross looks like a worthy sequel to its great SNES predecessor. The preview version showcased fantastic visuals—the CGs were just as smooth as any classic Final Fantasy cut-scene, while the gameplay graphics were colorful with impressive detail both in character design and backgrounds. Moreover, tunes created by the original Chrono Trigger composer filled each area with exquisite melodies.

Chrono Cross seems poised to take the RPG realm by storm. If SquareSoft stays on track, you can expect it to be an unforgettable journey for PlayStation role-players.



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In the future. For each contest there will be four more puzzles at $2.00 each and one much tougher final at $1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H				
		E			
P	I	N	C	H	W
	R				
S					

MYSTERY WORD

WORD LIST and LETTER CODE chart

PINCH .....W	PRESS.....K	BLAST .....A	WRECK .....D
BREAK .....Z	PUNCH .....S	SPRAY C	TURBO V
STOMP .....T	STAND.....R	PRESS.....E	DREAM....O
CRUSH.....I	SCORE .....H	SLANT L	CHASE.....P

MYSTERY WORD CLUE:
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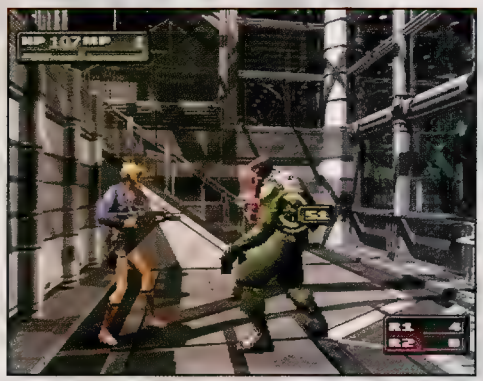
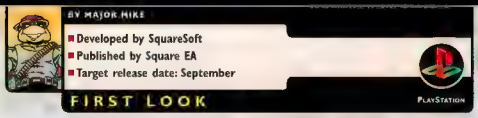
Verifiable retail value of the prize packages as follows: Media Rig Contest package $7,012.00 core components shown, bonus options $3,449.00, cash options $1,250.00. Computer Contest package $2,500.00 for computer, bonus options $2,337.00, cash options $1,250.00. Video Game Contest $1,000.00 for systems shown, $3,549.00 bonus options, $1,250.00 cash options.

Parasite Eve II



Aya Brea returns for more mitochondria-fighting mayhem in Parasite Eve II, which features new monsters, new weapons, and different locales.



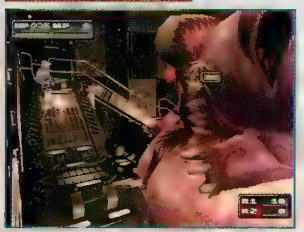
She's Back

Aya Brea makes her eagerly awaited return to the PlayStation in Parasite Eve II, the sequel to 1998's action/role-playing hit from SquareSoft. Having buried the Big Apple under a gigantic pile of endoplasmic sludge during the final battle in the first game, Aya is transferred to Los Angeles and a new crime unit: MIST (Mitochondria Investigation Suppression Team). After a high-rise battle in the City of Angels, however, PEII's action switches to a ghost town in Nevada.

Familiar Flavor

Parasite Eve II will keep the RPG flavor of the first game, but will also have some notable alterations—for example, its new real-time combat system. When you start a fight, you'll be able to attack repeatedly without waiting for your energy to charge up. Plus, Aya will still have an arsenal of weapons at her disposal, ranging from a pistol, machine gun, and shotgun to an assault rifle and grenade launcher; you'll be able to modify these weapons with diverse auxiliary attachments, including taser guns and flamethrowers.

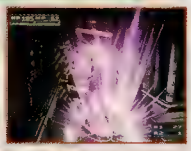
Other pick-ups will consist of body armor, health items, and ammunition types (such as explosive and armor-piercing shotgun rounds). Even unarmed, Aya will still pack a punch—she'll be able to learn several spells and strengthen them with experience points after each victorious battle.



The Cinematic RPG

Visually, Parasite Eve II will be almost identical to its predecessor. All environments will be comprised of hi-res pre-rendered backgrounds loaded with fine details…along with nasty monsters ready to pounce on our heroine. PEII will continue the series' heritage of disgusting creatures with myriad monstrosities and mutations; you'll even take on towering bosses that must be destroyed limb by limb through firepower, spells, or—in some situations—a mixture of both.

PEII won't be all weapon-firing and spellcasting; the game will also be replete with a healthy number of brain-twisting puzzles. Between intense action sequences, rendered cinemas will help flesh out the story and propel the narrative. We'll be back with more on Parasite Eve II in upcoming issues of *GamePro*.



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Sony Playstation Dual Shock, Sega Dreamcast, Game Boy Color, and Nintendo 64 Funtastic Series. Get all four or trade what you don't want for cash. Options include accessories, plenty of games, Sony Playstation 2 and 36" monitor. Base prize package value $1200.

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700 MHz, 128 mb RAM, 27 gig hard drive, 8X DVD-ROM, CD-RW drive, modem and 17" monitor. Options include software and accessories. Base prize package value $2600.

CONTEST #3 - HOME THEATER

60" big screen, 100 watt receiver with Dolby Pro Logic Surround Sound, DVD, 200 CD changer, dual tape, HI-FI VCR and tower speakers. Base prize package value $7475.

Make It Happen. All this and more could be yours. In these contests everyone starts out equal. There is no luck involved. You win the prizes by outscoring other players in games of skill. Begin your journey by solving the puzzle below. If you stick it out till the end and have the highest score, you go on a shopping spree, and we foot the bill. This first puzzle is easy but it gives you an idea of how the contests work. You will receive full information when you enter. You have been given the opportunity to live your dream. Are you up to it?

Future Puzzles. For each contest you enter, you will receive by mail four more puzzles at $2 each and a tie-breaker at $1. You have three weeks to solve each puzzle. We can not predict the number of entries for each phase. Typically 78% attain the highest score in phase 1, 65% in phase 2, 38% in phase 3 and 31% in phase 4. The winner will have the highest score after the tie-breaker. Each contest has its own tie-breaker. In the unlikely event that players are still tied, they will split the value of the package they are playing for.

Directions. Follow the directions below to fill in the puzzle. Check the boxes on the entry form to specify the contests you are entering. Add up the entry fees and send that amount with the entry form to the address below. Remember, you can't win if you don't enter. Only one entry per person. Prize totals are described below puzzle. ALL ENTRY FEES MUST BE PAID IN U.S. FUNDS ONLY. WE WILL NOT ACCEPT CANADIAN CHECKS. All entries must be post marked by Oct 25, 2000.

PRIZE PUZZLE #1

WORD LIST

TOWER	- P	LEGAL	- Y
EARTH	- X	EMPTY	- V
WORLD	- U	WATER	- T
SPACE	- W	COAST	- A
HAPPY	- O	FIELD	- B
SHARE	- Z	BLADE	- D

DIRECTIONS

Fill in the puzzle with the correct words going across. Transfer each word's corresponding letter to the line at the end. This should spell the secret word going down. HINT: Read the secret word clue.

		T			
H					
B	L	A	D	E	D
			S		
				L	

SECRET WORD →

SECRET WORD CLUE:

What comes after yesterday but before tomorrow?

ENTER ME IN THE FOLLOWING CONTESTS:

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101

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Clip This Order Form And Mail It

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Value of prize packages as follows: Video Game package $1200 base prize, bonus options $2350, cash options $1250. Computer package $2600 base prize, bonus options $2850, cash options $1250. Home theater package $7475 base prize, bonus options $6375, cash options $1250. For any questions e-mail us at elation@uswest.net. or call us at 612-826-0033.

Final Fantasy IX

BY THE MAN IN BLACK

- Developed by SquareSoft
- Published by Square EA
- Target release date: Fall 2000

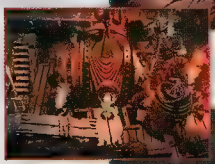
FIRST LOOK

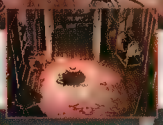
PlayStation

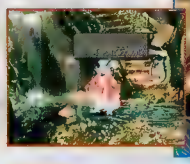
IT APPEARS THAT Final Fantasy IX will use something old to create something new. At press time, FFIX was slated for a Japanese debut in July, but Square still had details about the game wrapped tighter than a mummy's tummy. The early word, however, had the magic Crystals returning as the all-encompassing power and this ninth adventure taking place in a world of floating metropolises.

The character visuals in FFIX will resemble the cartoonlike "super-deformed" look of the NES and Super NES versions of Final Fantasy, albeit with PlayStation-quality graphics. Eight main characters have surfaced so far, and, as in Final Fantasy VI, you'll choose one as the hero of your story. Knights and mages will be two of the key classes, and you'll be able to create parties of four, not three as in FFVII and VIII.

Final Fantasy IX sounds like a game aimed "squarely" at loyal FF fans; and given Square's decision to demo Final Fantasy XI at E³, it may be the last Final Fantasy game for the "old" PlayStation!







Breath of Fire IV

BY MAGE-OR MIKE

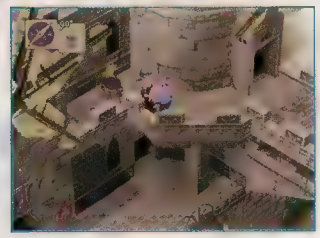
- Developed and published by Capcom
- Target release date: Fall 2000

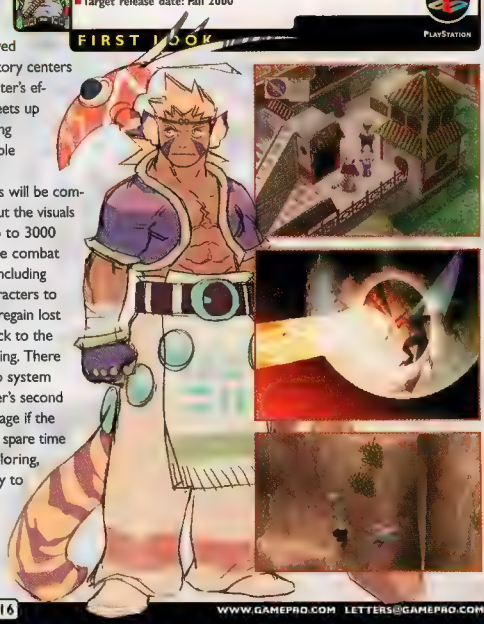
FIRST LOOK

PlayStation

BREATH OF FIRE IV continues the saga of the dragon clan with improved graphics and new battle features. The story centers on a missing princess, Elena, and her sister's efforts to find her. Nina, Elena's sister, meets up with Ryu, who is one of the last surviving members of the dragon clan—i.e., people who can transform into dragons.

As in BOFIII, polygonal environments will be complemented by sprite-based characters, but the visuals in BOFIV will sport more details—up to 3000 frames of animation per character. The combat system will have several new features, including a Tactical Battle System that allows characters to be placed in the rear during melees to regain lost magic points, and then to be moved back to the front lines to resume fighting. There will also be a new combo system that will enable a character's second attack to inflict more damage if the first one connects. In your spare time between fighting and exploring, you'll have the opportunity to acquire rare items by—literally—fishing for them. Breath of Fire IV is slated for release this fall.





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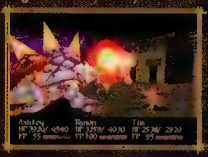

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Persona 2: Eternal Punishment

BY FOUR-EYED DRAGON

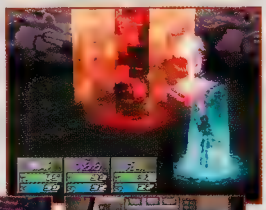
- Developed and published by Atlus
- Target release date: November

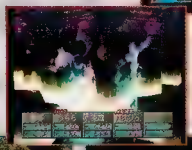
FIRST LOOK

PLAYSTATION

THE POPULAR '96 RPG of dark themes and the occult has finally spawned a sequel—that may be even more enigmatic than its predecessor. In Persona 2, you must investigate a city that's being slowly consumed by evil. At the root of the darkness is the Joker's Curse, a mysterious ritual that calls upon a demon to grant any wish—but whoever calls him is cursed to become a Joker as well.

As in the first Persona, you'll be able to call on spirits for assistance during battle and to acquire new personas by successfully negotiating with enemies during random encounters. The highlight of Persona 2, however, will be the Rumor System, which enables you to spread rumors during conversations with other characters, thus changing the story and making unexpected events take place.





You may want to walk on the dark side this November with this much-anticipated sequel.

Grandia 2

BY FOUR-EYED DRAGON

- Developed by Game Arts
- Published by Ubi Soft
- Target release date: Fall 2000

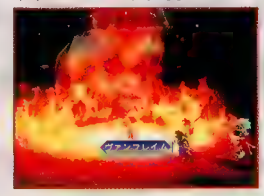
FIRST LOOK

DREAMCAST

ONE OF THE few games that made Sega Saturn owners glad that they owned the now-defunct system was Grandia, the popular RPG. This epic game later received more accolades when it was released on the PlayStation. Now the same developers who created the original are busy constructing the sequel, which promises to have a unique fighting system along with strong visuals.

The story isn't a continuation of the first game—instead, it occurs in a world that has been a battleground for good-vs.-evil combat for 10,000 years. The adventure involves Ryudo, a young warrior inadvertently thrust into a mission to save the world from a vicious devil. During his journey, Ryudo meets Elena, a priestess, and Millenia, a powerful winged creature. Battles will occur in real time and will feature a combo system that enables players to inflict major damage.

From the look of these early screens, Grandia 2 seems to be shaping into a visually spectacular role-playing game. Let's hope the gameplay will be equally stunning when Grandia 2 is released this fall.



Lunar 2: Eternal Blue

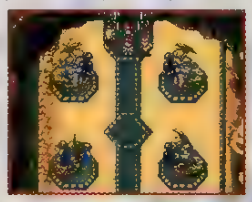
BY UNCLE DUST

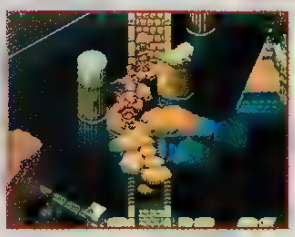
- Developed by Game Arts
- Published by Working Designs
- Target release date: Summer 2000

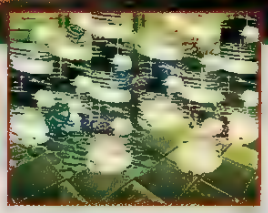
FIRST LOOK

PLAYSTATION

LUNAR 2: ETERNAL BLUE is likely to be one of the biggest (and we mean five-discs big) RPGs this summer. Working Designs has spent more than a year enhancing and expanding the Japanese Sega CD version of this epic adventure for its U.S. release, so you can expect improvements to the animations as well as additional cut-scenes not in the original release that bring the total movie time to over an hour. Fans of the first Lunar will tell you this is a game not to be missed—make time in your schedule for Lunar 2, or you just might feel blue eternally.







Arcatera: The Dark Brotherhood

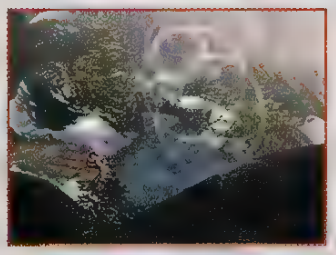
BY IHOT

- Developed by Westka Entertainment
- Published by Ubi Soft
- Target release date: Fall 2000

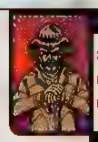
FIRST LOOK

DREAMCAST

A MEDIEVAL MURDER mystery is the centerpiece of Ubi Soft's new role-playing game Arcatera: The Dark Brotherhood. This nonlinear thriller will give you free reign to investigate more than 200 locations and solve various puzzles—as long as you solve the murder mystery within three weeks (game time). In Arcatera, you'll cast spells and use group battle tactics to defeat the many enemies you encounter. With its promised impressive Dreamcast visuals—including 2D prerendered backgrounds—and its open-ended story line, Arcatera could cast a dark spell over RPG gamers this fall.



Valkyrie Profile



BY UNCLE DUST

- Developed by Tri-Ace Inc.
- Published by Enix
- Target release date: Third Quarter 2000

FIRST LOOK

PLAYSTATION

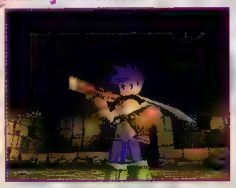
ENIX IS BRINGING the Japanese role-playing hit Valkyrie Profile to the U.S. to captivate American gamers. Players will take on the role of the Norse goddess Valkyrie, who comes to Earth to collect the souls of fallen warriors so they can fight in a war between the gods. Profile will include elements of side-scrolling platform gameplay as well as classic 2D hand-drawn animation and backgrounds. Plus, it will have three possible endings to the story depending on which characters you choose to train for battle. When summer turns to fall, it may be a good idea to worship at the altar of Valkyrie.

WILD ARMS® 2

PlayStation®

Here's a brief strategy guide to help you get started on SCEA's Wild Arms 2—for in-depth advice, look for the *Official Perfect Guide*, on sale now. ***By The Editors of Versus Books***

Ashley Winchester



Gun Warrior/Age: 19

While you can choose any one of the three characters first, Ashley will always be considered your main character—and he fits the bill. With a great mix of power and abilities, Ashley is the cornerstone of your team—and although he might seem a bit limited now, just wait until you find his Access ability. Like Brad, Ashley can also use ARMs to boost his attack power, so always be on the lookout for upgrades (there are eight total).

Tools

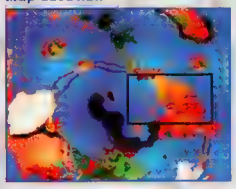
Hurl Knife
Booty Call
Flare Gun

Abilities

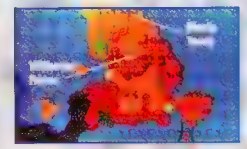
Lv. 1 . . . . . Accelerator
Lv. 2 . . . . . Combine
Lv. 3 . . . . . Full Clip
Lv. 4 . . . . . Access

Withered Ruins

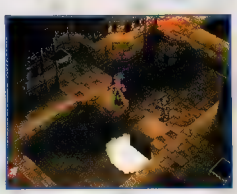
Map Location



Detail



Ashley's first mission is simple, but it gives you a good indication of what's to come in terms of puzzles. To get started, run forward through the first door and fall off the ledge—if you do, you'll receive your first Tool. Use Heal Berries whenever necessary—you can get plenty more.



Walk slowly or you might fall with the blocks...

Area Items

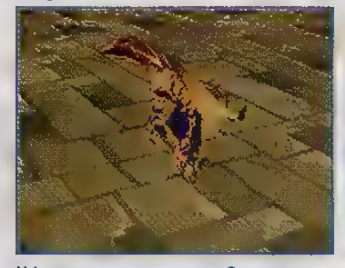
Gimmel Coin
Mini Carrot
Hurl Knife
Heal Berry
Heal Berry
Heal Berry
Heal Berry
Bullet Load
Str. Apple

Area Monsters

Kobold

LV 1
HP 40
Experience 4
Gella 16
Items . . . . . Heal Berry
Weakness . . . . . Wind
Card . . . . . #190

Gagison

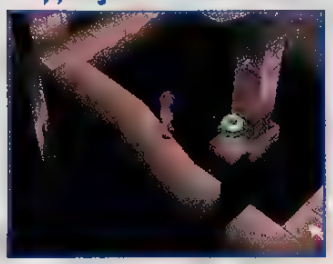


LV 2
HP 85
Experience 10
Gella 50
Items . . . . . Medicine
Weakness . . . . . Wind
Card . . . . . #123

Stirge

LV 1
HP 58
Experience 4
Gella 16
Items . . . . . Heal Berry
Weakness . . . . . Ice
Card . . . . . #293

Tripping Switches



Whenever you encounter a locked door in a dungeon, keep in mind that the switch is most likely nearby. In this case, you can find the switch by circling around the pillar, but you won't be able to line up with it to touch it. What to do? Throw your knife at the pillar and watch it trigger the switch on the way down.

Boss: Kalivos

LV 5
HP 400
Experience 50
Gella 250
Items . . . . . N/A
Card . . . . . #186

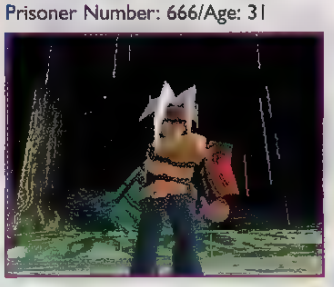
Left Claw
HP 200
Experience 25
Gella 150
Items: . . . . . Big Berry

Right Claw
HP 200
Experience 25
Gella 150
Items . . . . . Big Berry

As you'd expect, the first boss in Wild Arms 2 is pretty easy to beat—as long as you use the tactic of weakening his body before you take out the arms. Otherwise, his Laser Breath could knock you out cold before you can finish him off.

Brad Evans

Prisoner Number: 666/Age: 31



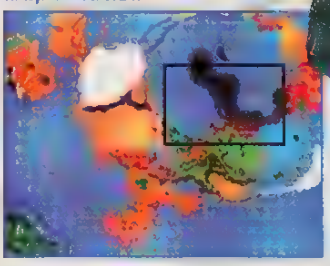
As the team's main strongman (well, at least at first), Brad is a great brute-force attacker. He has no magic to speak of, but he can take and dish out more pain than anybody else in the party. Physical strength aside, Brad's main powers come from ARM weapons: He's the only character other than Ashley who can use them (and his weapons are normally more powerful), so always be on the lookout for Grey Chests. These chests hold his new ARMs and must be kicked open.

Tools
Kick Boots
Bombs
Earthquake

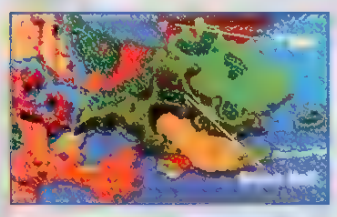
Abilities
Lv. 1. . . . . Lock On
Lv. 2. . . . . Combine
Lv. 3. . . . . ARM x 2
Lv. 4. . . . . Boost

Green Hell

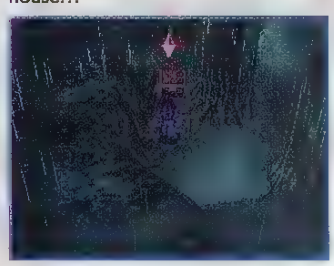
Map Location



Detail



This area is pretty straightforward—just don't forget to explore the house...



Turn the camera angle around when traveling through the woods to locate treasure chests.

Area Items

Heal Berry
Heal Berry
Str. Apple
Heal Berry
Vit. Apple
Heal Berry
Heal Berry
Kick Boots
Big Berry
Bullet Load
Heal Berry

Area Monsters

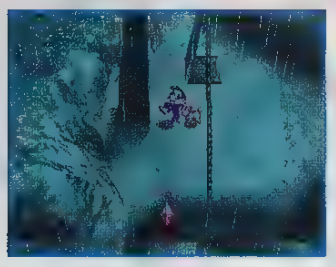
Barghest

LV 2
HP 65
Experience 4
Gella 16
Items . . . . . Heal Berry
Weakness . . . . . Earth
Card . . . . . #41

Spawn

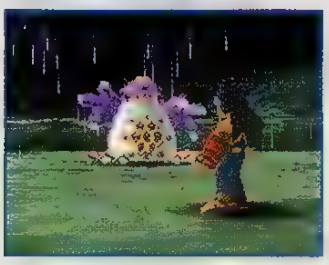
LV 1
HP 120
Experience 5
Gella 20
Items . . . . . Revive Fruit
Weakness . . . . . Light
Card . . . . . #290

Get Kick Boots



You won't be able to pass this area until you find Brad's Kick Boots. The boots are located in the house, but before you come back here, be sure to kick open the fence and check out the house's backyard for some treats. Once you're done, return to this pole and give it a good whack to open the way forward.

Boss: Gremalkin

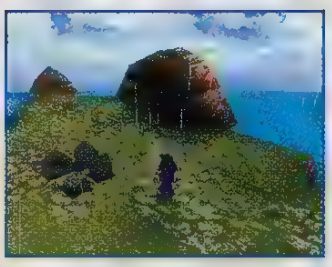


LV 5
HP 680
Experience 60
Gella 250
Items . . . . . N/A
Card . . . . . #156

Belly

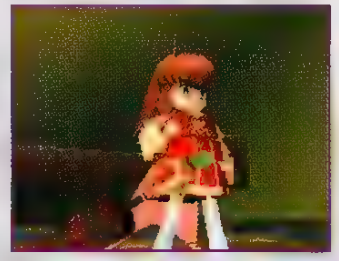
HP 200
Experience 40
Gella 250
Items . . . . . Big Berry

Follow the same basic strategy here as you did with Kalivos, and there shouldn't be much of a problem. The painful Parasite Battalion will go away once you finish off his belly, leaving only his Roaring Burst.



Once you leave the Green Hell, check out the signs for the location of T'Bok.

Lilka Eleniak



Crest Sorceress/Age: 14

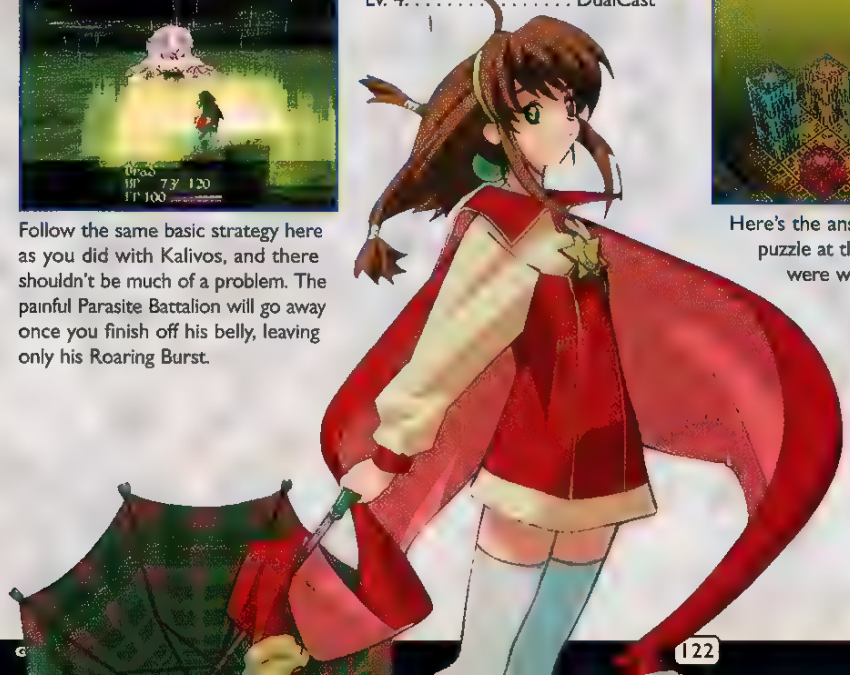
Lilka is strictly a backup character and arguably one of the weakest party members in the game. However, she's still incredibly powerful if used correctly. Use those Crests as soon as you find them. Soon you'll also be able to use high-level magic, and those old spells can be erased and replaced with new ones. Also, don't overlook her Mystic ability—it lets you use items on all your characters at once.

Tools

Flame Rod
Freeze Rod
Change Rod

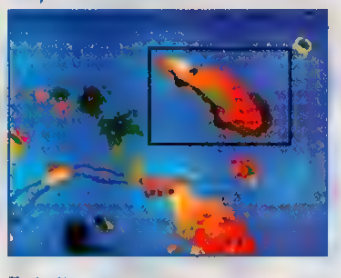
Abilities

Lv. 1 . . . . . Mystic
Lv. 2 . . . . . Combine
Lv. 3 . . . . . Extend
Lv. 4 . . . . . DualCast

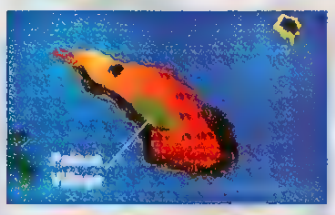


Millennium Puzzle

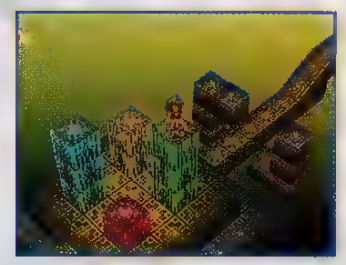
Map Location



Detail



There are two parts to Lilka's opening scenario: First you must finish off the super-fun Millennium Puzzle (it's easy if you follow the map), and then there's a boss in town to defeat. Lilka isn't that great of a melee fighter so remember to allow her to build up FP in fights (by blocking for a while), and then unleash some magic. Oh, and don't worry, most dungeons aren't this difficult.



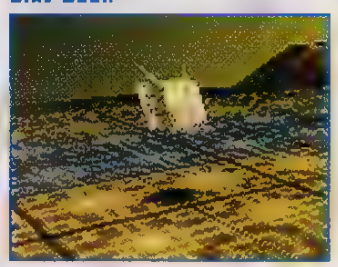
Here's the answer to the block puzzle at the end, in case you were wondering.

Area Monsters

Golm

LV 1
HP 65
Experience 4
Gella 16
Items . . . . . Heal Berry
Weakness . . . . . Ice
Card . . . . . #148

Blue Book

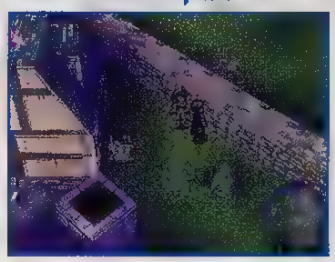


LV 2
HP 100
Experience 5
Gella 30
Items . . . . . Heal Berry
Weakness . . . . . Fire
Card . . . . . #55

Bogey

LV 1
HP 45
Experience 3
Gella 12
Items . . . . . N/A
Weakness . . . . . N/A
Card . . . . . #59

Talk to Townsfolk



To make Lilka's first boss appear, you have to talk to the folks of Palace Village first. Speak to the guy in the lower-left part of the village last, and the event will begin. Even though you can't buy any new items in this town (you'll come back later), you can save, which isn't a bad idea.

Boss: Olivier

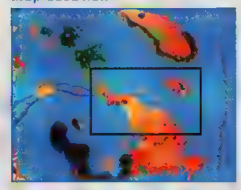
LV 4
HP 300
Experience 60
Gella 250
Items . . . . . N/A

Legs
HP 220
Experience 40
Gella 250
Items . . . . . Big Berry

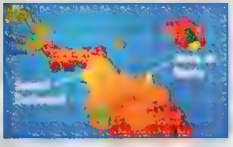
Even though Lilka isn't the greatest solo fighter, she is deadly against Olivier because of his weakness against magic; use Fire on his body and Freeze on the legs. As always, keep your health up, and watch out for the Horse Field Kick.

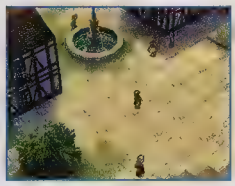
Town of Meria

Map Location

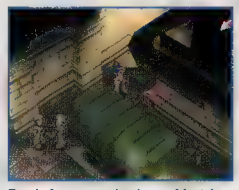


Detail



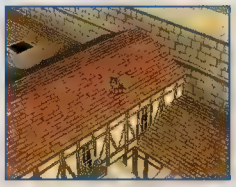


Upon completing the three opening quests, you start in the town of Meria. Here you can first buy new weapons and armor. You'll also meet Tim—whose face you'll see often later in the game—and earn your first Guardian.

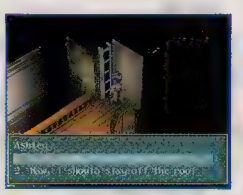


Don't forget to check out Meria's castle—you'll find both a Big Berry and a Full Revive inside!

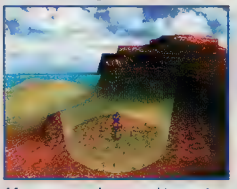
Receiving Your First Guardian



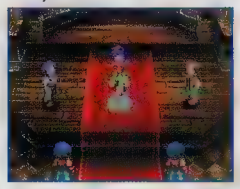
Sure, it seems impossible at first, but catching the cat is actually much simpler than it looks. First of all, go up onto the roof (using the ladder on the second floor of the bakery) and give chase to the cat. He's faster than you are, and no matter how fast you dash around the corners (be careful not to fall off, or you'll need to restart the chase), he'll leap back onto the bakery's roof before you can nab him. The secret here is to talk to the man working on the inn's roof. When he offers to catch the cat for you, be sure to agree. Then, the next time you chase the kitty, the man will trap it, forcing it to fall through the hole. All you have to do now is enter the inn and check the rooms upstairs. The cat won't run away this time, so just grab it and take it back to the waiting boys. After returning the prize, you'll get a reward: Grudiev, your first Guardian! Equip it and see your stats rise. But the true power of this Guardian won't be seen until later in the game.



To save the cat, you have to climb this ladder and go onto the roof.



After you complete your kitty-saving mission, talk to the townspeople to get the location of your next stop in the game—the Sword Cathedral. You'll need to search the area near the beach to uncover the building, but, first, you may want to wander around in the overworld a bit to raise your level—a great many fights await you inside.

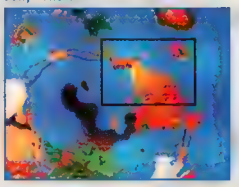


Purchase Items

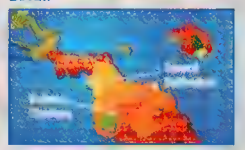
Item Name	Price
Rhino Shot	110
Hammer Fist	120
Flumbrella	90
Hard Jumper	90
Ti Plate	100
Mage Robe	80

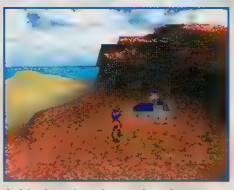
Sword Cathedral

Map Location



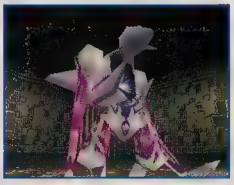
Detail





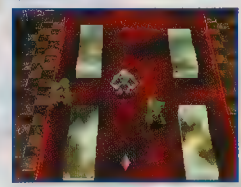
Ashley's only other solo adventure begins after the ceremony. He'll be changed into something a bit "different"—a portent of later events.

Ashley's New Form



Ashley will take on a new look for this level, and, even though he can't use his ARM powers, his new beastly strength is a nice tradeoff. You should be able to clear this area easily.

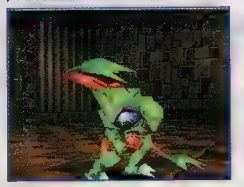
Monster Bash



There are no random battles in the Sword Cathedral; every fight begins when you touch a monster. But, even though it's simple to do, don't dodge any of the monsters here—they all give great experience points and are super-easy to beat. You should be able to level up two or three levels before finishing this area, which will come in handy in the battles ahead. Use Heal Berries whenever you're hurt (you should have plenty stocked up after the last area, and most of these guys will give you more).

Area Monsters

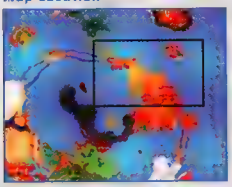
Protoblazer



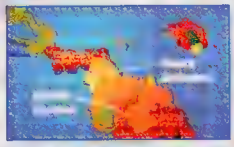
LV 4
HP 70
Experience 30
Gella 0
Items . . . . . Heal Berry
Weakness . . . . . N/A
Card . . . . . #258

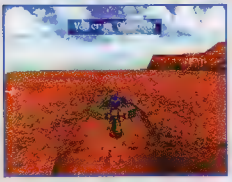
Valeria Chateau

Map Location



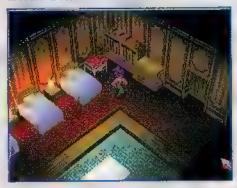
Detail





After the events in town are completed and Lilka is in your party, talk to the woman near Meria's entrance to find out the location of the Valeria Chateau.

Guardians!



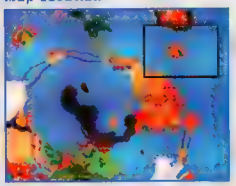
The Valeria Chateau holds a couple of very powerful items, so be sure to explore this area and pick up both the Moor Gault and the Schturdark before leaving. These elementals will help your stats right now if you equip them, and, later in the game, they will prove to be much more useful once you find a new character.

Area Items

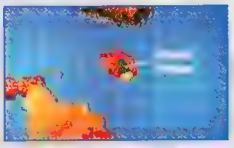
Moor Gault
Schturdark

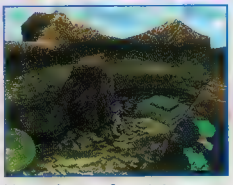
Illsveil Prison

Map Location



Detail





It's time for your first mission—sort of. As Lilka you must free both Ashley and the final initial ARMs member, Brad Evans. Don't forget to check every computer (some of them open doors), and take it slow in areas with Security Tanks.

Security Tanks

Aside from the random enemy encounters, the main obstacle you'll come up against as Lilka is the robotic Security Tanks. You can't run past them without getting hit (taking off HP points), and, depending on where you are, they may knock you off a ledge—meaning that you'll have to start the room over again. What to do? Simple: Fire off a few shots with your Fire Wand from an angle.

Area Items

Heal Berry
Pretty Ribbon
Heal Berry
Jail Card
Heal Berry
Mini Carrot
Heal Berry
Sor. Apple
Heal Berry
Crest

Area Monsters

Beast Pillar

LV 4
HP 40
Experience 10
Gella 40
Items . . . . . Heal Berry
Weakness . . . . . Lightning
Card . . . . . #44

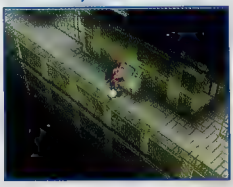
Empusa

LV 4
HP 40
Experience 10
Gella 40
Items . . . . . Revive Fruit
Weakness . . . . . Lightning
Card . . . . . #111

Shooting Guard

No matter how hard you try, you won't be able to get past this guard without Ashley in your party, and even then you'll have to use a bit of trickery. After you free Ashley, stand on the top floor facing the guard and throw your knife. If you do it correctly, the blade should bounce off the wall and onto his head.

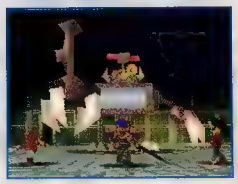
Kick Computer



Brad's Kick Boots are quite helpful on this level. Kick the computer near his cell to open the nearby locked door, and again on the orange door you passed earlier.

Don't forget to swing the camera angle often to watch for Security Tanks.

Boss: Gaonim



LV 8
HP 2000
Experience 300

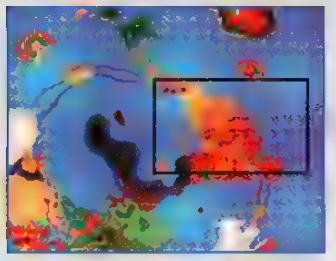
Gella 600
Items . . . . . N/A
Card . . . . . #125

Claw
HP 1000
Experience 150
Gella 300
Items . . . . . Big Berry

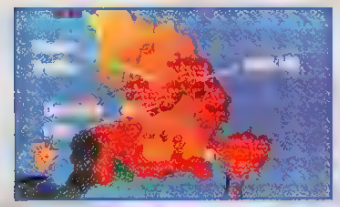
The first boss you take on as a group will fall quickly if you use teamwork. Send Brad and Ashley up every turn, keeping Lilka back to heal as needed. Gaonim's Chew Up attack is painful, so keep everyone's HP maxed.

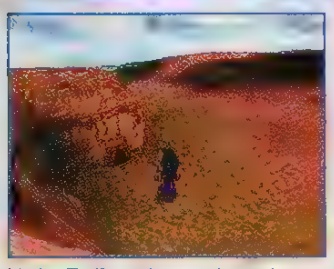
Under Traffic

Map Location



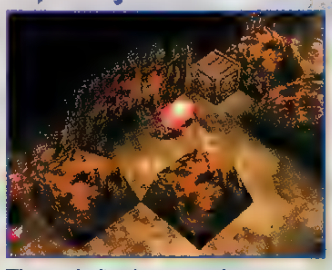
Detail





Under Traffic is short and easy, but it holds a very important item. Whatever you do, don't leave this area without the Map Scope in hand. Small puzzles include a water-filled room (use Kick Boots) and an area with three exploding boxes. Move them around before igniting them.

Exploding Boxes



The exploding boxes are key to completing this area—but remember that you'll often have to move them before detonating them to open a path or secret room.

Area Items

MultiBlast
Moon Stone
Crest
Map Scope

Area Monsters

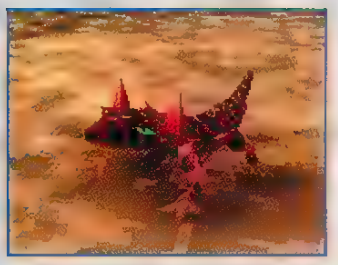
Gob

LV 7
HP 110
Experience 15
Gella 60
Items . . . . . Heal Berry
Weakness . . . . . N/A
Card . . . . . #147

Dryad

LV 6
HP 100
Experience 15
Gella 60
Items . . . . . Antidote
Weakness . . . . . Fire
Card . . . . . #100

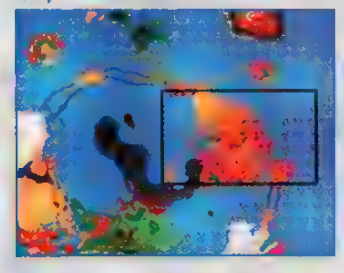
Tatzelwurm



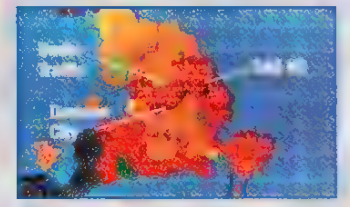
LV 6
HP 95
Experience 15
Gella 60
Items . . . . . Revive Fruit
Weakness . . . . . Water
Card . . . . . #298

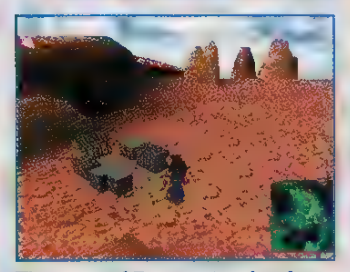
Damzen City

Map Location



Detail





The town of Damzen is a few feet away from the exit of Under Traffic and the center point for the next few missions. Be sure to stock up on new weapons before heading out.

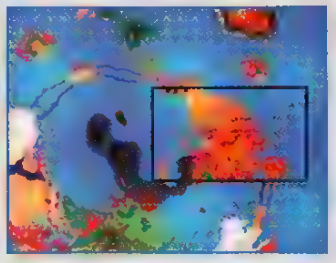
Take careful note of this person; you'll meet him/her/it later on.

Purchase Items

Item Name	Price
Riot Ram	500
Flak Jacket	450
Pixy Parasol	400
Mist Blazer	300
Punch Drunk	600
Travel Vest	500

Odd Headquarters

Map Location



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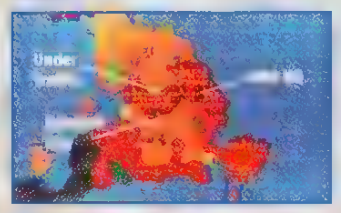
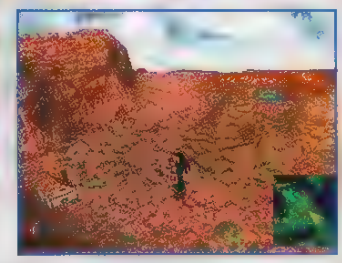
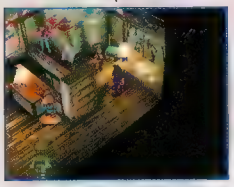


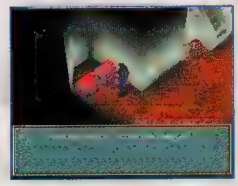


One of the strangest areas in Filgaia has to be the "town" of Odd, better known as Odd Headquarters. To find this wacky area, buy a drink from the bartender in Damzen City and he'll give you directions. Then travel past the tall rocks (before the small lakes) and search the clearing.

The Bartender will tell you the location of Odd Headquarters.



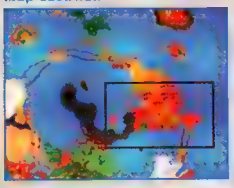
You won't be able to do much here yet—there is a broken robot barring your way to the second basement, and the Tool you need is still many hours away. Why visit this area at all then? First, you'll be able to check out your card collection and see exactly how many enemies you've faced (along with information about them).



You can also change party members' names here, and if you want to use up any of your Duplicators, there are two Red Chests sealed by magic here. Odd Headquarters will be more useful later in the game, so remember to check back here after you've found a certain "pale" addition to your team in the next disk.

Telepath Tower

Map Location



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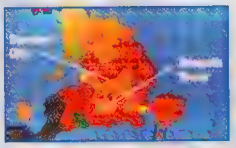
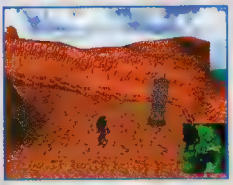
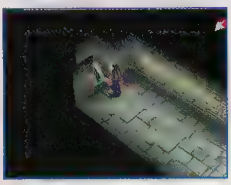




After the folks in Damzen talk about the location of the Telepath Tower, the next step in your mission is clear: The tower is full of puzzles, but, aside from the Switch Room, they're all pretty easy. Take your time and be careful when fighting Dakleits—these foes like to use powerful magic and have no weaknesses.

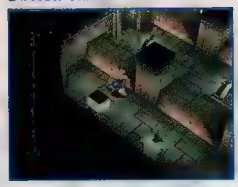
Throwing Boxes

The first puzzle you'll find in the Telepath Tower is in the very first room. To open the sealed door, you must activate the three switches in the room. Do this by throwing boxes at them. It might take you a few tries to get the angle just right, so if you run out of boxes, leave and come back.



To open the white doors (elevator), you have to throw this lever.

Switch Room



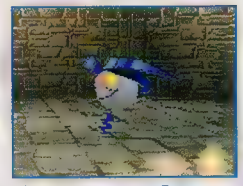
The secret to grabbing the white chest (a new ARM for Brad) is to get to the far side of the room, leave through the exit, and then come back in. Getting through this room is easier than it looks; just keep in mind that you'll have to throw some levers more than once. If you get stuck, just leave and come back in—all the levers will reset.

Area Items

Teleport Gem
Booty Call
Crest
Revive Fruit
Mini Carrot
Revive Fruit
Pineapple

Area Monsters

Critter

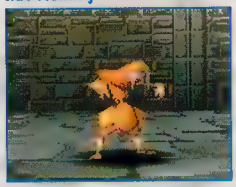


LV 7
HP 110
Experience 20
Gella 80
Items . . . . . Heal Berry
Weakness . . . . . N/A
Card . . . . . #85

Dakleit

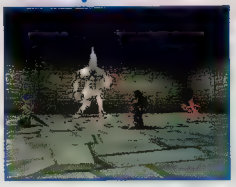
LV 8
HP 200
Experience 20
Gella 80
Items . . . . . Revive Fruit
Weakness . . . . . N/A
Card . . . . . #88

Rat Monkey

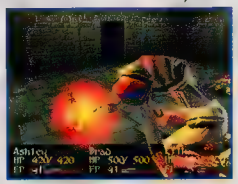


LV 7
HP 100
Experience 20
Gella 50
Items . . . . . Heal Berry
Weakness . . . . . Light
Card . . . . . #266

Boss: Vagesta



LV 11
HP 2500
Experience 600
Gella 600
Items . . . . . N/A
Card . . . . . #316
Left Hand:
HP 1000
Experience 300
Gella 300
Items . . . . . Lucky Card
Right Hand:
HP 1000
Experience 300
Gella 300
Items . . . . . Lucky Card



Vagesta is one of those bosses who's easy at first, but can get tricky later on if you don't weaken his body before taking out the hands. You'll get nailed with Poison Bubble often, and he'll constantly use Life Returner to regain HP.

Want to know more? Check out the full-length Wild Arms 2 *Official Perfect Guide* from Versus Books, on sale now!

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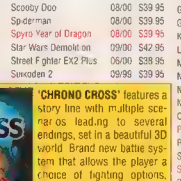

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Bomberman MAX Blue	05/00	$28.99
Cruisn Exotica	07/00	$28.99
Crystalis	06/00	$28.99
Donkey Kong Country 2	08/00	$28.99
Gameboy Color System	05/99	$69.95
Legend Zelda Frui t Tree	06/00	$32.99
MTV Sports Skateboard	08/00	$28.99
Metal Gear Solid	05/00	$28.99
Perfect Dark	07/00	$28.99
Pokemon Gold or Silver	09/00	$36.99
Pokemon Trading Card	04/00	$26.95
SF Alpha Warriors Dream	04/00	$28.99
Towers Lord Baniff	06/00	$29.99
Wario Land 3	05/00	$28.99
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BOARD GAMES

Title	Release	Price
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Castle of Magic	05/99	$24.99
Crimson Skies	01/99	$29.99
Dino Hunt	05/00	$17.99
Diskwars Assld Arm es	07/99	$8.99
Guild Wars	12/98	$34.99
Lionheart	10/97	$34.99
Monopoly Deluxe	05/98	$33.99
Risk	03/95	$37.99
Robo Rally	01/95	$36.99
Scrabble Dlx	08/97	$49.99
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Starcraft	04/00	$12.99
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Nintendo (Adventure) Release: 7/00 N64
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Atlus (Roleplaying) Release: 8/00 N64
$56.95

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MARVEL VS. CAPCOM 2
New Age of Heroes

DREAMCAST PART 1

In Marvel vs. Capcom 2, Dreamcast owners are again treated to an arcade-perfect version of a Capcom fighter. Here's a complete guide to six of the toughest fighters—including some new characters—and their basic skills, special moves, Hyper Combo moves, and killer combos. *By Bruised Lee*

BASIC SKILLS

Learn these basic skills before you begin a fight. The following moves apply to every fighter.

Forward Dash
Tap →, →

Backward Dash
Tap ←, ←

High Jump
Tap ↓, ↑

Jump High Toward
Tap ↙, ↗

Jump High Backward
Tap ↘, ↖

Air Guard
While in the air, hold ←

Throw
When in close to your opponent, tap (→ HP) or tap (→ HK)

Air Throw
While in the air, tap (↑ HP) or tap (↑ HK)

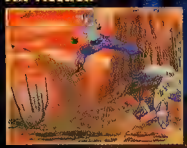
Throw Escape
While being thrown, tap (↑ HP) or tap (↑ HK)

Down Recovery
After being knocked down, motion ← ↙ ↓ P or K

Advancing Guard

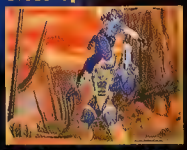
Each fighter can counter an attack at the moment of impact. While blocking an attack, simultaneously press (LP HP). If you do it correctly, a blue flash will appear and force your opponent away.

Start with an Air Attack



You start most combos (with all characters) by jumping in deep with a move. This is a good way to get in close to your opponent and land an extra hit.

Cross-Up Attacks



To perform a cross-up attack, jump in with a move toward the opposite side of your opponent. Cross-up attacks are an excellent way to start a combo because they often confuse a blocking opponent.

CONTROLLER LEGEND

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the buttons and directions indicated in sequence.

( ) = Execute commands in parentheses simultaneously.

P = Any Punch
LP = Light Punch
HP = Hard Punch
K = Any Kick
LK = Light Kick
HK = Hard Kick
PA = Partner A
PB = Partner B

Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any → and ← commands.

Starting Two-in-One Combos

To perform a two-in-one combo, begin a move with your character, then immediately go into the second move. If you time it correctly, you can execute both moves; if your opponent doesn't block the first move, the second move will also connect.

Note: Not all fighters' regular and special moves can be chained together into a two-in-one.

A Two-in-One Combo in Action: Psylocke

Hold ↓, tap HK. When your character starts the move, immediately two-in-one into the second move.

Motion ↘ → P. Normally, to perform a Psy Blast, you would have to motion ↓ ↘ → P. But because you were holding ↓ from the previous move, you have to motion only ↘ → P to get off the two-in-one combo.

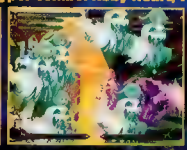
Team Hyper Combos

The Team Hyper Combo can enable all three of your characters to individually perform Hyper Combos against your opponent. After your first character starts his Hyper Combo move, quickly perform any of the Hyper Combo commands for Partner A. If you execute successfully, Partner A will jump into the fight and immediately begin his Hyper Combo (while immediately canceling your first character's Hyper Combo). This can repeated a second time so Partner B can then execute his Hyper Combo.

Note: Each Hyper Combo performed by each partner uses up one level of your Hyper Combo Gauge, so for you to successfully execute a full Team Hyper Combo, your Hyper Combo Gauge must be at Level Three.

An Example of a Team Hyper Combo: Ruby Heart, Psylocke, and Rogue

Motion ↓ ↙ ← (LK HK) to perform Ruby's Hyper Combo...



...then motion ↓ ↘ → (LP HP) to perform Psylocke's Hyper Combo...

...then motion ↓ ↘ → (LP HP) to perform Rogue's Hyper Combo.

Assist Types

After selecting your character, you have a choice of three Assist Types. The selected type determines which assist move your character performs during a fight. Each type is different for each character. Our recommendations are listed in each of the characters' profiles, but which Assist Type works best for you will depend on your fighting style.

Hyper Combos

Each fighter has a Hyper Combo Gauge with five levels. You can increase your Hyper Combo Gauge by hitting your opponent, getting hit, and performing special moves. When the Hyper Combo Gauge reaches a new level, you can perform a Hyper Combo move.

Crossover Combination

A Crossover Combination summons all three characters to attack your opponent with a simultaneous Hyper Combo. To perform a Crossover Combination, tap (PA PB).

Note: Your Hyper Combo Gauge must be at Level 3 or higher in order for you to perform a Crossover Combination.

Snap Back

A Snap Back will knock the current opponent out of play for a few seconds and force in the opponent's partner of your choice.

Motion ↓ ↘ → PA to replace your opponent with Partner A; or motion ↓ ↘ → PB to replace your opponent with Partner B.

Crossover Assist

While on the ground, you can call in one of your partners for a Crossover Assist , a quick attack against your opponent. The Crossover Assist is determined by the Assist Type of the character you choose. However, if your opponent executes a Crossover Assist, the character who jumps onscreen is open to attack.

Tap PA or tap PB

Air Combo

An Air Combo will launch your opponent high into the air with a ground attack. You can then super jump toward the launched opponent and follow up with a combo. Each character's Air Combo move and combos are listed on their character profile page.

For example, as Cable, tap LP, LP to start an Air Combo. Next, quickly tap ↑; you can then score additional hits while airborne with your opponent.

Crossover Attack

To switch out to another partner, tap (LP LK) to switch to Partner A, or tap (HP HK) to switch to Partner B. When you switch out, your partner will fly onscreen with an attack, forcing your current character to leave.

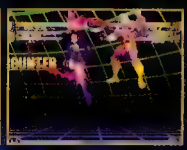
Crossover Counter

To perform a Crossover Counter, when your opponent comes in for an attack and you start your blocking animation, motion ← ↙ ↓ PA, or motion ← ↙ ↓ PB. If you execute the move correctly, you'll change partners and immediately be on the offensive. However, Crossover Counters take one level off your Hyper Combo Gauge.

A Variable Counter in Action: Jill vs. Cable

While blocking your opponent's attack (in this case Cable's Hard Punch), wait until your character blocks the attack...

...then immediately motion ← ↙ ↓ PA...



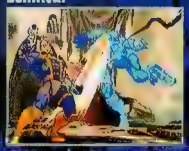
...to change fighters and knock your opponent flat.

CABLE

SPECIAL MOVES

Viper Beam

Motion ↓ ↘ → P
Note: This move can also be performed in the air.

Scimitar

Motion → ↓ ↘ P

Electric Toss

Motion ↓ ↙ ← K
Note: This move can also be performed in the air.

Shock Grab

When in close, motion → ↘ ↓ ↙ ← P

The Charge

Motion ↓ ↘ → K

HYPER COMBOS

Hyper Viper Beam

Motion ↓ ↘ → (LP HP)

Time Flip

Motion ↓ ↘ → (LK HK)

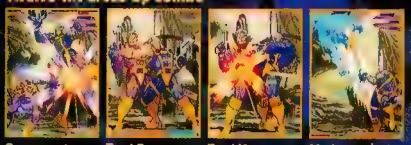
PROFILE:

If you're into combos, Cable is the fighter of choice. His HP can be canceled into the Viper Beam, which can be canceled into the Hyper Viper Beam. Also, for a large character, Cable's speed is extremely good. On the downside, his recovery time can be a slight handicap against a skilled opponent. Depending on your skill level, you may want to use Cable as a defensive player. For Assist Type, use his Projectile Type.

AIR COMBOS

Six-Hit Air Combo

When in close, tap LP | Tap LP, (↑ LP) | Tap LK, LK | Tap HK

Twelve-Hit Cross-Up Combo

Cross-up, tap HK | Tap LP | Tap LK | Motion ← ↓ ↙ HP for nine hits

Nineteen-Hit Time Flip Combo
Note: Your Hyper Combo Gauge must be at Level One to perform this combo; after the 10th hit jump in deep.

Motion ↓ ↘ → (LK HK) for 11 hits | Jump in deep, tap HK | Tap LP | Tap LK | Tap HP, HP, HP, HP for five hits

Forty-One-Hit Hyper Viper Combo
Note: Your Hyper Combo Gauge must be at Level One for you to perform this combo.

When in close, tap LP | Tap LK | Tap HP, HP, HP, HP for five hits | Motion ↓ ↘ → HP for four hits | Motion ↓ ↘ → (LP HP) for thirty hits

Fifty-Three-Hit Time Flip/Hyper Viper Combo
Note: Your Hyper Combo Gauge must be at Level Two for you to perform this combo; after the 10th hit jump in deep.

Motion ↓ ↘ → (LK HK) for 11 hits | Jump in deep, tap HK | Tap LP | Tap LK | Tap HP, HP, HP, HP for five hits | Motion ↓ ↘ → HP for four hits | Motion ↓ ↘ → (LP HP) for 30 hits

JILL

SPECIAL MOVES

Charged Power Rush

Motion ↓ ↘ →, charge HP, release.

Note: This move can also be performed in the air.

Power Rush

Motion ↓ ↘ → LP

Note: This move can also be performed in the air.

Grenade Launcher

Motion → ↓ ↘ P

Counter Flash

Motion → ↘ ↓ ↙ ← P

Dog Attack

Motion ↓ ↘ → LK

Zombie Attack

Motion ↓ ↙ ← K

Crow Attack

Motion ↓ ↘ → HK

HYPER COMBOS

Hyper Power Rush

Motion ↓ ↘ → (LP HP)

Note: This move can also be performed in the air.

Tyrant T-002

When in close, motion ↓ ↙ ← (LK HK)

Rocket Launcher

Motion ↓ ↘ → (LK HK)

KILLER COMBOS

Seven-Hit Power-Rush Combo

Jump in deep, tap LP | While still in the air, tap LK | Tap LK | Tap LK | Tap (↓ HK), two-in-one | Motion ↘ → HP for two hits

Eighteen-Hit Air Combo

Note: Your Hyper Combo Gauge must be at Level One for you to perform this combo.

Jump in deep, tap LP | While still in the air, tap LP | Hold ↓, tap LK | Tap HP | Tap (↑ LP) | Tap LK | Tap LP | Tap LK | Motion ↓ ↘ → (LP 10 hits

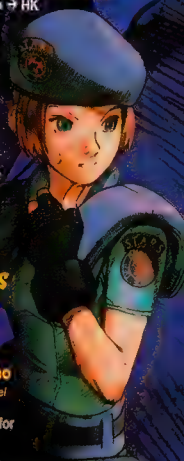
Twenty-Two-Hit Expert Air Combo

Note: Your Hyper Combo Gauge must be at Level One for you to perform this combo.

Jump in deep, tap LP | While still in the air, tap LK | Tap LP, LK for two hits | Hold ↓, tap HK | Tap LK, HP for two hits | Tap (↑ LP) | Tap LK | Tap LP, LK for two hits | Motion ↓ ↙ ← LP | Motion ↓ ↙ ← (LP HP) for 10 hits

PROFILE:

Her ability to execute three projectile attacks (zombie, dog, and crow) almost simultaneously makes Jill a frustrating opponent. She can easily combo into her special moves on the ground and in the air. On the downside, her grenade launcher isn't a useful deterrent for aerial attacks, though her speed and user-friendly combos more than compensate. For Assist Type, use her Heal Type.



MORE KILLER COMBOS

Five-Hit Jump-In Basic Combo

Jump in deep, tap LP, while still in the air, tap LP, tap LP, LK, HP

Fourteen-Hit Twin Hyper Combo

Note: Your Hyper Combo Gauge must be at Level Two for you to perform this combo.

When in close, motion ↓ ↙ ← (LK HK) for 13 hits, motion ↓ ↘ → (LK HK)

HAYATO

SPECIAL MOVES

Sword Uppercut

Motion → ↓ ↘ P

Note: This move can also be performed in the air.

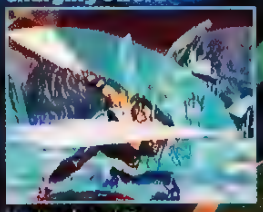
Dashing Strike

Tap →, (→ HP), HP

Downward Sword

While in the air, tap (↓ HK)

Charging Sword



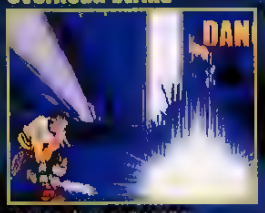
Motion ↓ ↘ → P

HYPER COMBOS

Plasma Sword

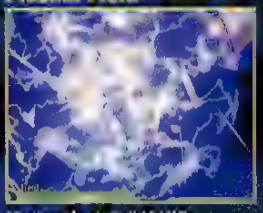
Motion ↓ ↘ → (LP HP)

Overhead Strike



Motion ↓ ↘ → (LK HK)

Plasma Field



Motion ↓ ↙ ← (LK HK)

Note: This move can also be performed in the air.

PROFILE: Hayato's [illegible] Combo variation... make him a strong combo player, but most of his special moves lack quick recovery time and leave him wide open for an opponent to counter. Hayato's sword gives him decent reach, but only an above-average to expert player should pick him up. For Assist Type, use his Expansion Type.

KILLER COMBOS

Seven-Hit Plasma-Expert Combo

Tap (← LP) | Tap LP | Tap LP | Tap HK for two hits | Tap LP | Tap LP

Ten-Hit Aerial Rave Combo

Jump in deep, tap LP | While still in the air, tap LK | Tap (↓ HP) | Tap (↑ LP) | Tap LK | Tap LP | Tap LK | Motion → ↓ ↘ HP for three hits

Twelve-Hit Plasma Air Combo

When in close, tap (← LP) | Tap LP | Tap LP | Tap HK | Tap LP | Tap (↓ HP) | Tap (↗ LP) | Tap LK | Tap LP | Motion → ↓ ↘ HP for three hits

MORE KILLER COMBOS

Five-Hit Plasma-Basic Combo

Tap (← HP), LP, HP, HP, HP

Thirteen-Hit Plasma-Sword Combo

Note: Your Hyper Combo Gauge must be at Level One for you to perform this combo.

Jump in deep, tap LP; while still in the air, tap LK, tap LP, LK, HP, motion ↓ ↘ → HP, motion ↓ ↘ → (LP HP) for seven hits

SPECIAL MOVES

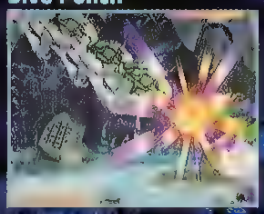
Dive Kick

While in the air, tap (↓ HK)

Rising Punches

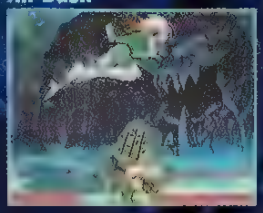
Motion → ↓ ↘ P

Dive Punch



Motion → ↓ ↘ K

Air Dash



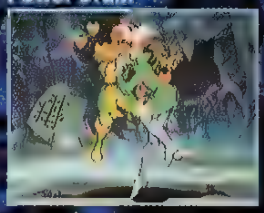
While in the air, tap →, →

Combo Uppercut

Motion ↓ ↘ → P

Note: This move can also be performed in the air.

Power Drain

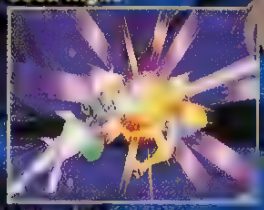


Motion ↓ ↙ ← K

Note: This move can also be performed in the air.

HYPER COMBOS

Good Night



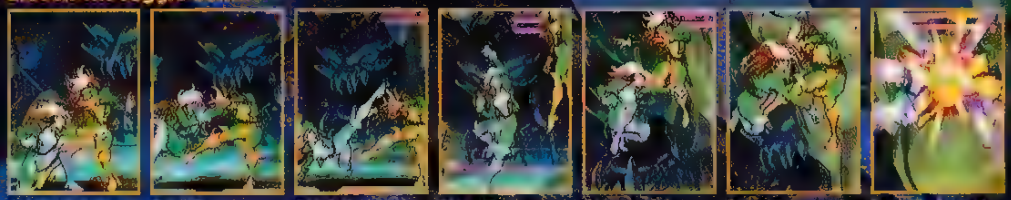
Motion ↓ ↘ → (LP HP)

ROGUE

PROFILE: Rogue's best move is her Power Drain, which you should use any chance you get. Depending on the opponent, the power you absorb may increase your speed, Hyper Bar, life, or defense. The rest of her special moves combo well into each other, making Rogue a well-rounded character. For Assist Type, use her Dash Type.

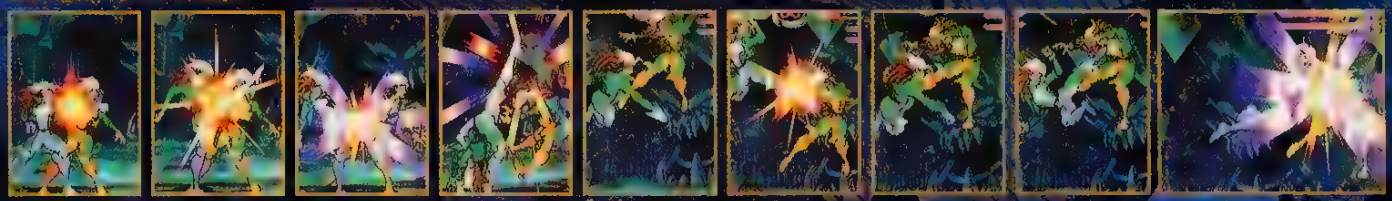
KILLER COMBOS

Eleven-Hit Juggle Combo



When in close, hold ↓, tap LP | Tap LP | Tap LK | Tap HP | Tap (↑ LP) | Tap LP | Motion ↓ ↘ → HP for five hits

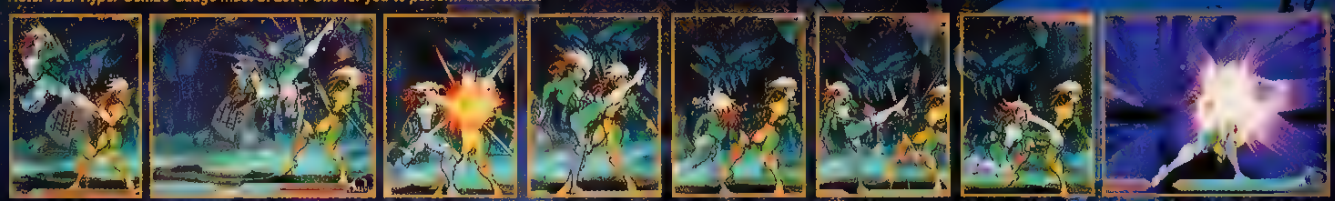
Thirteen-Hit Air Combo



When in close, tap LP | Tap LK | Tap LK | Tap HK | Tap (↑ LP) | Tap LK | Tap LP | Tap LK | Motion ↓ ↘ → HP for five

Twenty-Two-Hit "Good Night" Combo

Note: Your Hyper Combo Gauge must at Level One for you to perform this combo.



Jump in deep, tap LK | While still in the air, tap LK | Tap LP | Tap LK | Tap LP | Tap LK | Motion ↓ ↘ → HP for four hits | Motion ↓ ↘ → (LP HP) for 12 hits

MORE KILLER COMBOS

Five-Hit Ground Power-Drain Combo

When in close, tap LP, LK, LP, LK, motion ↓ ↙ ← LK

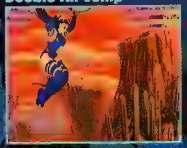
Ten-Hit Aerial Power-Drain Combo

Jump in deep, tap LP; while still in the air, tap LP, tap LP, LK, HK, (↑ LP), LK, LP, LK, motion ↓ ↙ ← LK

PSYLOCKE

SPECIAL MOVES

Double Air Jump



While in the air, tap ↑, ↑

Psy Blast

Motion ↓ ↘ → P

Note: This move can also be performed in the air.

Psy Blade

Motion ↓ ↘ → K

Note: This move can also be performed in the air.

Teleport

Motion → ↘ ↓ ↙ ← P or K

Note: This move can also be performed in the air.

HYPER COMBOS

Kochou Gakure

Motion ↓ ↙ ← (LK HK)

Note: This move can also be performed in the air.

Maelstrom

Motion ↓ ↘ → (LK HK)

Psy Thrust

Motion ↓ ↘ → (LP HP)

Note: This move can also be performed in the air; you can also change the move's direction.

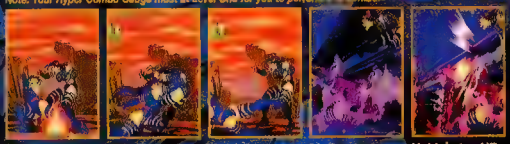
PROFILE:

Psylocke is built for speed. To catch an opponent off guard, dash in with a crouching Light Kick and then go into any of your favorite combos—the range, priority, and speed of her crouching Light Kick is almost unmatched. Psylocke has the advantage of being able to perform most of her special moves in the air and can also cancel her Psy Blade into her Kochou Gakure or Psy Thrust. For Assist Type, use her Balance Type.

KILLER COMBOS

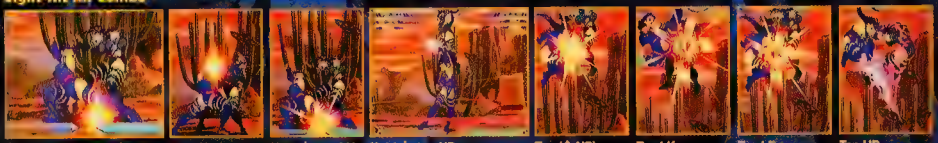
Thirteen-Hit Psy Thrust Combo

Note: Your Hyper Combo Gauge must at Level One for you to perform this combo.



When in close, hold ↓, tap LK — Tap LP — Tap HK, two — one — Motion ↘ → (LP HP) for six hits — Hold ↓, tap HP for four hits

Eight-Hit Air Combo



When in close, tap (↓ LK) — Tap LP — Hold ↓, tap LK — Hold ↓, tap HP — Tap (↑ HP) — Tap LK — Tap LP — Tap HP

Twenty-Three-Hit Expert Aerial Power-Drain Combo

Note: Your Hyper Combo Gauge must at Level One for you to perform this combo.

When in close, hold ↓, tap LK — Tap LP — Tap HP — Tap (↑ LP) — Tap LK — Tap LP — Tap LK — Motion ↓ ↘ → LK for four hits — Motion ↓ ↙ ← (LK HK) for 12 hits

MORE KILLER COMBOS

Six-Hit Jump-In Basic Combo

Jump in deep, tap LK; while still in the air, tap LK, tap LP, LK, LP, HP

Thirteen-Hit Cross-Up Combo

Note: Your Hyper Combo Gauge must at Level One for you to perform this combo.

Cross-up, tap LK; while still in the air, tap LK, tap LK, LP, LK, motion ↓ ↙ ← LK for two hits, motion ↓ ↘ → (LK HK) for six hits

RUBY HEART

SPECIAL MOVES

Shovel Shell

Motion ↓ ↘ → P

Note: This move can also be performed in the air; you can repeat the move up to two times by tapping P with any direction.

Chest of Goods

Motion ↓ ↙ ← K

Ground Wave

Motion ↓ ↘ → K

Anchor Grab

Motion → ↘ ↓ ↙ ← LP

Anchor Throw

Motion → ↘ ↓ ↙ ← HP

HYPER MOVES

Hyper Chest of Goods

Motion ↓ ↙ ← (LK HK)

Oh Ship

Motion ↓ ↘ → (LK HK)

Barrel of Fun

Tap HK, LP, ↓, LK, HP.

Note: When the move connects, tap (→ LP) or LK repeatedly.

Hyper Shovel Shell

Motion ↓ ↘ → (LP HP)

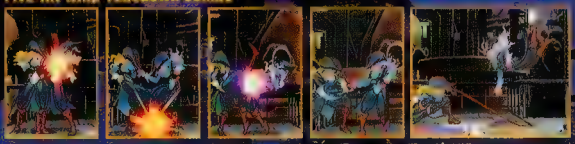
Note: This move can also be performed in the air; you can repeat the move up to two times by tapping P with any direction.

PROFILE:

On the surface, Ruby Heart is an average character—her speed and combo starters are nothing special—but her Shovel Shell and Hyper Shovel Shell can be repeated twice and change directions, making her a great juggle combo player. Once you get the move's timing down, juggle her. For Assist Type, use her Capsule Type.

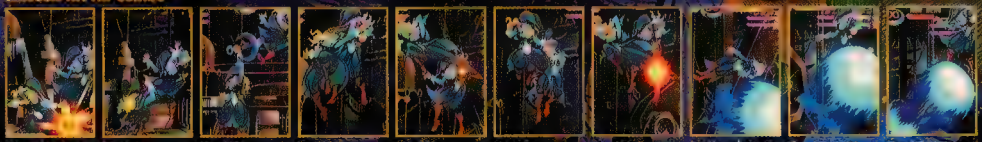
KILLER COMBOS

Five-Hit Whip-Takedown Combo



When in close, tap LP | Tap LK | Tap LK | Tap HP | Tap (↓ HK)

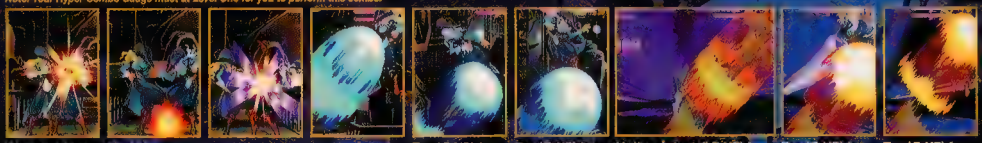
Sixteen-Hit Air Combo



When in close, hold ↓, tap LK | Tap LP | Tap HP | Tap (↑ LP) | Tap LK | Tap LP | Tap LK | Motion ↓ ↘ → HP for three hits | Tap (↗ HP) for three hits | Tap (↗ HP) for three hits

Twenty-One-Hit Shovel Shell Madness Combo

Note: Your Hyper Combo Gauge must at Level One for you to perform this combo.



When in close, tap LP | Tap LK | Tap LK | Motion ↓ ↘ → HP for three hits | Tap (↗ HP) for three hits | Tap (↗ HP) for three hits | Motion ↓ ↘ → (LP HP) for three hits | Tap (↗ HP) for three hits | Tap (↗ HP) for three hits

MORE KILLER COMBOS

Five-Hit Anchor-Grab Combo
When in close, tap LP, LK, LK, LK, motion → ↘ ↓ ↙ ← LP

Five-Hit Jump-In Basic Combo
Jump in deep, tap LK; while still in the air, tap LK, tap LP, LK, HP

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READER TIP OF THE MONTH

Dreamcast

MDK2

Kurt in Underwear, Alternate Camera Angles, and More

Alternate Camera Angles: Pause the game, **simultaneously press and hold L and R, then press B, A, B, A.**

Full Pause Screen: Pause the game and **simultaneously press and hold X and Y.**

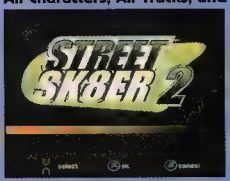
Hidden Artwork/Sounds: Put the game CD in a PC and open the "mdk2" directory.

Kurt in Underwear: At the main menu, **simultaneously press and L and R, then press X, X, Y, X.**

PlayStation

Street Sk8er 2

All Characters, All Tracks, and More



All Boards: At the main menu, **press** ○, ○, □, ○, □, □, ○, **R1.** If you entered the code correctly, you should hear a click.

All Characters: At the main menu, **press Left, Left,** ○, ○, **L2,** □, **Right, R2.** If you entered the code correctly, you should hear a click.

All Tracks: At the main menu, **press Left, Right, Left, Right,** ○, ○, **R1,** □. If you entered the code correctly, you should hear a click.

Maximum Status/Trick Level: At the main menu, **press L1,** □, **Left, Left, R2, Left, R1, Left.** If you entered the code correctly, you should hear a click.

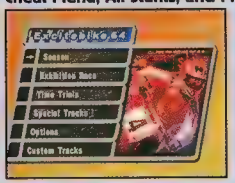
Unlock Movie Option: At the main menu, **press R2, R2, L1, L2, L1, R1, R1, R1.** If you entered the code correctly, a Movie option will become available.

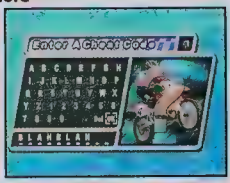
Somphorn Luangsanith
Providence, RI

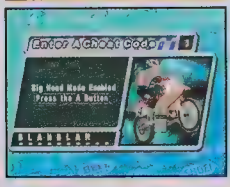
Nintendo 64

Excitebike 64

Cheat Menu, All Stunts, and More







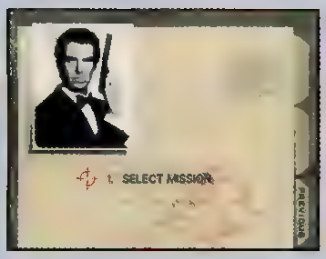
At the main menu, **simultaneously press L, right-C, bottom-C, A** to open the cheat menu. Input any of the following passwords to activate these cheats.

All Stunts:	TRICKSTER
Big Heads:	BLAHBLAH
Invisible Riders:	INVISRIDER
Mirror Mode:	YADAYADA
Stunt Bonus:	SHOWOFF

Reggie White
Dayton, OH

GoldenEye 007

Unlock Levels



At the main menu, choose an agent, then choose Select Level. At the level selection screen input any of the following button presses to unlock the corresponding level. If you entered the code correctly, an image of the unlocked level will appear.

Facility: Simultaneously press L, R, and top-C; simultaneously press R and left-C; simultaneously press L and Left; simultaneously press R and top-C; simultaneously press L and Left; simultaneously press R and bottom-C; simultaneously press L and right-C; simultaneously press R and Right; simultaneously press L, R, and top-C; simultaneously press L and Right.

Runway: Simultaneously press L, R, and Left; simultaneously press R and Left; simultaneously press L and top-C; simultaneously press L and Left; simultaneously press R and top-C; simultaneously press R and bottom-C; simultaneously press R and right-C; simultaneously press R and Right; simultaneously press L and Down; simultaneously press R and left-C.

Surface: Simultaneously press R and left-C; simultaneously press L, R, and top-C; simultaneously press L and Left; simultaneously press R and Up; simultaneously press R and Left; simultaneously press L and Up; simultaneously press R and bottom-C; simultaneously press L and Right; simultaneously press L and right-C; simultaneously press L, R, and Down.

Bunker: Simultaneously press L and bottom-C; simultaneously press R and Right; simultaneously press L and right-C; simultaneously press R and left-C; simultaneously press L and bottom-C; simultaneously press L, R, and Left; simultaneously press L and right-C; simultaneously press L, R, and Up; simultaneously press R and right-C; simultaneously press L and Up.

Silo: Simultaneously press L and Up; simultaneously press R and bottom-C; simultaneously press L and Left; simultaneously press R and Down; simultaneously press L and left-C; simultaneously press L, R, and right-C; simultaneously press L and top-C; simultaneously press R and Right; simultaneously press R and Right; simultaneously press R and right-C.

Frigate: Simultaneously press R and top-C; simultaneously press L and Down; simultaneously press R and right-C; simultaneously press L and Left; simultaneously press L, R, and Up; simultaneously press L, R, and bottom-C; simultaneously press R and right-C; simultaneously press R and Up; simultaneously press L, R, and bottom-C; simultaneously press R and Up.

Surface II: Simultaneously press L and bottom-C; simultaneously press L, R, and right-C; simultaneously press R and right-C; simultaneously press R and top-C; simultaneously press R and left-C; simultaneously press L and Right; simultaneously press L, R, and top-C; simultaneously press L and top-C; simultaneously press L, R, and Down; simultaneously press L and right-C.

Bunker II: Simultaneously press L and Down; simultaneously press R and Down; simultaneously press L, R, and top-C; simultaneously press L and Left; simultaneously press L,R, and Right; simultaneously press L and left-C; simultaneously press R and Right; simultaneously press L and top-C; simultaneously press L and Left; simultaneously press L and bottom-C.

Statue: Simultaneously press L, R, and bottom-C; simultaneously press L, R, and bottom-C; simultaneously press L and Right; simultaneously press L, R, and Left; simultaneously press R and Left; simultaneously press R and right-C; simultaneously press L, R, and Left; simultaneously press R and top-C; simultaneously press R and bottom-C; simultaneously press R and Right.

Archives: Simultaneously press R and Left; simultaneously press L, R, and Up; simultaneously press L, R, and bottom-C; simultaneously press R and Left; simultaneously press L, R, and right-C; simultaneously press L and Left; simultaneously press L, R, and Right; simultaneously press L, R, and bottom-C; simultaneously press L and Up; simultaneously press R and bottom-C.

Streets: Simultaneously press L, R, and left-C; simultaneously press L and right-C; simultaneously press L and Up; simultaneously press L, R, and bottom-C; simultaneously press R and right-C; simultaneously press R and bottom-C; simultaneously press R and Left; simultaneously press R and bottom-C; simultaneously press R and top-C; simultaneously press L and Down.

Depot: Simultaneously press L and Down; simultaneously press L and Down; simultaneously press R and bottom-C; simultaneously press L and right-C; simultaneously press L,R, and Right; simultaneously press R and left-C; simultaneously press L and Down; simultaneously press L and left-C; simultaneously press L and right-C; simultaneously press L and Up.

Train: Simultaneously press R and Left; simultaneously press R and bottom-C; simultaneously press R and right-C; simultaneously press L, R, and Left; simultaneously press L and Right; simultaneously press R and bottom-C; simultaneously press L and Left; simultaneously press L, R, and left-C; simultaneously press L and Up; simultaneously press L and top-C.

Jungle: Simultaneously press R and bottom-C; simultaneously press R and Left; simultaneously press L, R, and Up; simultaneously press R and Right; simultaneously press R and Down; simultaneously press R and Down; simultaneously press R and Up; simultaneously press R and left-C; simultaneously press R and top-C; simultaneously press L, R, and Left.

Control Center: Simultaneously press L and bottom-C; simultaneously press R and Down; simultaneously press L and Right; simultaneously press R and right-C; simultaneously press R and bottom-C; simultaneously press R and Left; simultaneously press R and Left; simultaneously press R and top-C; simultaneously press R and Left; simultaneously press L, R, and top-C.

Caverns: Simultaneously press L and Down; simultaneously press R and bottom-C; simultaneously press L, R, and Up; simultaneously press L and Right; simultaneously press R and top-C; simultaneously press R and left-C; simultaneously press R and Up; simultaneously press L and left-C; simultaneously press Left and Up; simultaneously press R and left-C.

Cradle: Simultaneously press L, R, and top-C; simultaneously press L and Left; simultaneously press R and Down; simultaneously press L and Down; simultaneously press L and top-C; simultaneously press L and Down; simultaneously press R and Right; simultaneously press R and top-C; simultaneously press L and left-C; simultaneously press R and Right.

PlayStation

Test Drive Le Mans

Unlock All Tracks and Cars

Start a normal game. At the name entry screen, input TATOO as your name. If you entered the password correctly, the screen will shake and you'll hear a clang. At the main menu, choose Arcade. At the Arcade menu, select Quick Race. You can now choose any car and track.

Nintendo 64

Duke Nukem: Zero Hour

Unlock Multiplayer Characters

At the title screen, while the words "Press Start" are flashing, input any of the following codes to unlock the multiplayer character sets. To access these characters, start a multiplayer game, and at the character-select screen, **press Left or Right** on the analog stick to choose a character.

Character Set 1: Press **A, L, R, Left, B, Down, Up.**

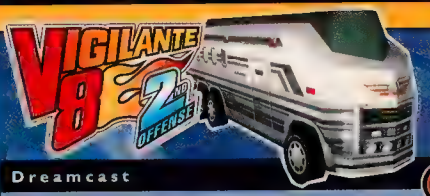
Character Set 2: Press **B, A, A, R, L.**

Character Set 3: Press **L, L, Up, Down, R, B, A.**

Character Set 4: Press **B, B, B, R, Left, A.**

Character Set 5: Press **Right, B, Left, L, A , Z.**

Character Set 6: Press **Up, Down, B, A, A, Left**



Dreamcast

Vigilante 8: 2nd Offense

No Enemies, Unlock Original Levels, and More

At the main menu, enter Options, then choose Game Status. Choose Player 1, highlight any character, and **simultaneously press L and R** to open the password menu at the bottom of the screen. Input any of the following passwords to unlock these cheats. If you entered the password correctly, a voice will say, "Funky."

Note: A _ designates a blank space.

Fast Action:	QUICK_PLAY
Invincibility:	ELBICNIVNI
No Enemies:	HOME_ALONE
No Wheel Attachment Icon:	DRIVE ONLY
Slow Motion:	GO_SLOW_MO
Unlock Movies:	LONG_MOVIE
Unlock Original Levels:	OLD_LEVELS

Dreamcast

Grand Theft Auto 2

All Weapons and Get $500,000

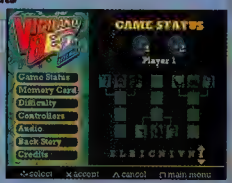
All Weapons: Start a game and enter BIGGUNS as the player's name. When the game starts, you'll have all weapons.

Get $500,000: Start a game and enter MUCHCASH as the player's name. When the game starts, you will have $500,000.

PlayStation

Vigilante 8: 2nd Offense

Invincibility and Maximum Stats



At the main menu, enter Options, then choose Game Status. Choose Player 1, highlight any character, and **simultaneously press L1 and R1** to open the password menu at the bottom of the screen. Input any of the following passwords to unlock these cheats. If you entered the password correctly, a voice will say, "Funky."

Note: A _ designates a blank space

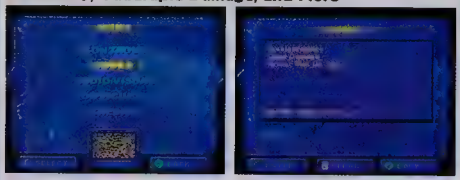
Invincibility:	ELBICNIVNI
Maximum Stats:	LLA_DORTOH

Sean Culligan
Port Ludlow, WA

Nintendo 64

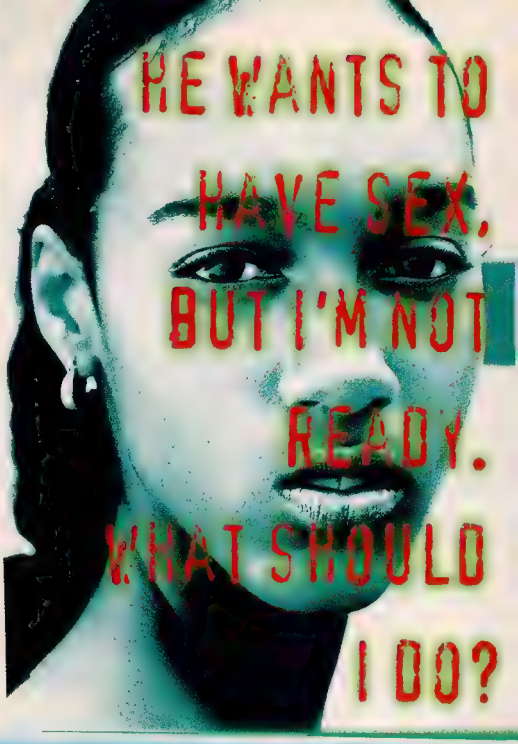
Nuclear Strike 64

Invincibility, Quadruple Damage, and More



At the main menu, choose Options, then Codes. Input any of the following passwords to activate these cheats. If you entered the code correctly, the cheat name will appear.

Armor Increased by 50 Percent:	PCPNL
Invincibility:	CPPLM
Quadruple Damage:	BDGFK



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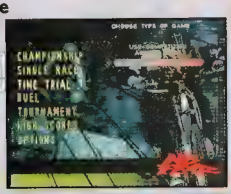
PlayStation

No Fear Downhill Mountain Bike Racing

All Trails, All Riders, and More



At the main menu, choose Time Trial. Answer "yes" when asked "Use Competition Access Code?" Input the following passwords to activate these cheats.

Note: At the trail selection screen you must choose Elite trails ***(press Right twice)*** *to access some trails*

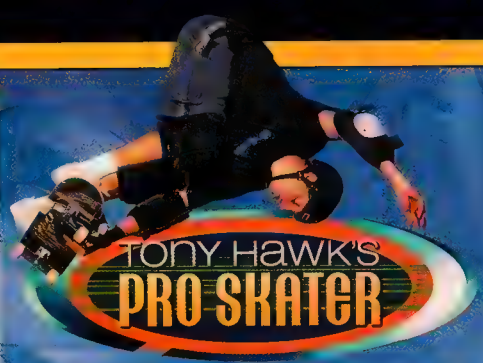
All Riders:	GOOBERS
All Trails:	LOTSOFFEAR
All Upgrades:	LOTSOFGEAR
Mirrored Tracks:	EDOMRORRIM
Moon Gravity:	BIGFLOATER
Trick Trail:	MONKEYBIKE
Wire Frame Mode:	TIREFRAME

PlayStation

Thrasher: Skate and Destroy

Bumblebee Suit

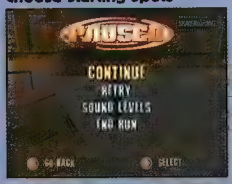
Start a game and at the Character Select screen choose Roach. Enter BEESUITGUY as his name. When the game starts, your skater will be wearing a bumblebee suit.

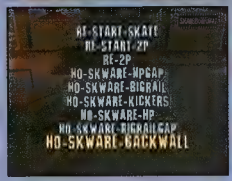


Dreamcast

Tony Hawk's Pro Skater

Choose Starting Spots



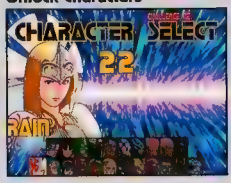


Start a game in Career mode. During gameplay, pause the game, **press and hold L, then press X, B, A, Up, Down**. If you entered the code correctly, the screen will shake and a new option, Skip to Restart, will appear in the pause menu. Choose this new option and select one of the new starting locations to start the level in a new spot.

Dreamcast

Plasma Sword

Unlock Characters



Unlock Kaede: At the Character Select screen, highlight Rain and **press Down, Down, Left, Left, Up**. If you entered the code correctly, Kaede will appear at the top-left of the character icons.

Unlock Rai-On: At the Character Select screen, highlight Byakko and **press Up, Down, Left, Left, Right, Left, Up**. If you entered the code correctly, Rai-On will appear at the top-right of the character icons.

PlayStation

BattleTanx: Global Assault

All Tanks, All Weapons, and Level Select

At the Game Setup screen, choose Input Code. Input any of the following codes to unlock these cheats.

All Tanks:	THRTN
All Weapons:	SRTHMB
Level Select:	BCKDR

Nintendo 64

Battlezone: Rise of the Black Dogs

Mission Select, Infinite Ammo, and More

Free Buildings: At the main menu, **press and hold Z, then press A, B, A, B.**

Free Satellite: At the main menu, **press and hold Z, then press B, left-C, bottom-C, A.**

Infinite Ammo: At the main menu, **press and hold Z, then press L, R, L, R.**

Infinite Armor: At the main menu, **press and hold Z, then press Up, Right, Down, Left.**

Mission Select: At the Mission Select screen (in Pilot and Commander modes only), **press and hold Z, then press top-C, right-C, bottom-C, left-C, Start. Press Left or Right** to choose a mission.

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1. Please indicate whether you read and/or how useful you found each of the following articles from this issue of *GamePro*. Circle "All" if you read the entire article, "Some" if you read part of the article, and "None" if you did not read the article. If you read any part of the article, please let us know how useful it was by circling "A" for "very useful" to "F" for "not at all useful." Thanks!

Cover	All / Some / None	A	B	C	D	F
Table of Contents	All / Some / None	A	B	C	D	F
Editor's Letter	All / Some / None	A	B	C	D	F
Head2Head	All / Some / None	A	B	C	D	F
Art Attack	All / Some / None	A	B	C	D	F
Buyers Beware	All / Some / None	A	B	C	D	F
ProNews	All / Some / None	A	B	C	D	F
NetPro (Dreamcast online gaming)	All / Some / None	A	B	C	D	F
Cover Feature: Dino Crisis 2	All / Some / None	A	B	C	D	F
Cover Feature: MOH Underground	All / Some / None	A	B	C	D	F
Cover Feature: MOH for the PS2	All / Some / None	A	B	C	D	F
PC GamePro	All / Some / None	A	B	C	D	F
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2. What game systems do you currently own?

- ☐ Dreamcast
- ☐ Game Boy/GB Color
- ☐ Macintosh G3/Imac
- ☐ NeoGeo Pocket
- ☐ Nintendo 64
- ☐ PC
  - ☐ Windows 98
  - ☐ Windows 95
  - ☐ Windows 3.1
- ☐ PlayStation
- ☐ Super NES
- ☐ Tiger game.com

3. What game systems do you plan to buy in the next 12 months?

- ☐ Dreamcast
- ☐ Game Boy/ GB Color
- ☐ Macintosh G3/iMac
- ☐ Microsoft's Xbox
- ☐ NeoGeo Pocket
- ☐ Nintendo 64
- ☐ Nintendo Dolphin
- ☐ PC/Windows
- ☐ PlayStation
- ☐ PlayStation 2
- ☐ Tiger game.com

Tell us what you THINK!

4. Please indicate which of the following publications you purchase or read at least six times per year:

- ☐ Electronic Gaming Monthly
- ☐ Expert Gamer
- ☐ Game Fan
- ☐ GamePro
- ☐ Gamers Republic
- ☐ incite Video Gaming
- ☐ incite PC Gaming
- ☐ Next Generation
- ☐ Nintendo Power
- ☐ Official PlayStation Magazine (OPM)
- ☐ PSExtreme
- ☐ PSM
- ☐ Tips & Tricks

5. Would you like to see more editorial on the following:

Anime	Yes	No
Arcade Games	Yes	No
Board Sports	Yes	No
Clothing/Fashion	Yes	No
Comic Books	Yes	No
Console Games	Yes	No
Consumer Electronics (DVD, MP3, etc.)	Yes	No
Entertainment News (Music, Movies, TV Shows, etc.)	Yes	No
Handheld Games	Yes	No
Online Games	Yes	No
PC Games	Yes	No

6. How did you get this copy of *GamePro*?

- ☐ Subscribed
- ☐ Purchased at the newsstand
- ☐ Other _____

7. Have you ever visited the *GamePro* Web site (www.gamepro.com)?

☐ Yes ☐ No

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Cheats and Strategies	1	2	3	4	5
Entertainment Channel	1	2	3	4	5
Navigation	1	2	3	4	5
Reviews and Previews	1	2	3	4	5
Site Performance (Load Speed)	1	2	3	4	5

9. If yes, please indicate how much you would like to see the following ("1" meaning very much, "5" meaning not very much):

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Custom Home Page	1	2	3	4	5
Free E-mail	1	2	3	4	5
Instant Messaging	1	2	3	4	5

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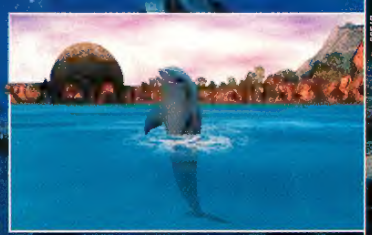

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